

SELECT PERMANENT COLLECTIONS

- Los Angeles County Museum of Art (LACMA) Los Angeles, US.
 - Whitney Museum of American Art, New York, US.
 - Museum of Modern Art (MoMA) New York, US.
 - Centre Georges Pompidou Paris, France.
 - Smithsonian Archives of American Art - Oral History Washington DC, US.
 - Zabłudowicz Collections London, UK.
 - Ludwig Museum (with Nam June Paik), Cologne, Germany.
 - Chase Manhattan Bank (with Nam June Paik), Brooklyn, New York, US.
 - San Francisco Museum of Modern Art (SFMOMA) San Francisco, US.
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ART EXHIBITIONS and PERFORMANCES

2024 (upcoming)

- **Body Constructs** (*Girl Lifts Skirt*) Curator: Evangelos Kotsioris, Museum of Modern Art (MoMA), NY, NY. January 5, 2024 - December 31, 2025.
- **Digital Witness** Curator: Britt Salvesen, Los Angeles County Museum of Art (LACMA) Los Angeles, CA.

2023

- **Worldbuilding: Gaming and Art in the Digital Age** (*The Bush Soul #3 and selected works*) Curator: Hans Ulrich Obrist, Centre Pompidou, Metz, FR. June 10, 2023 - January 15, 2024. <https://www.centrepompidou-metz.fr/en/programme/exposition/worldbuilding>
- **SPACE/S** (*Inside*) Patch Lab, Kraków, PL. October 19-22, 2023.
- **Retrospective of Female Digital Art Pioneers** (*Girl Lifts Skirt & STEPS*) Curator: Yoon Chung Han, Special Curated Show, SIGGRAPH Art Gallery, Los Angeles, US. August 6-10, 2023.
- **Joy of Destruction** (*The Observer*) Backlit Gallery, Nottingham, UK. April 21 - June 18, 2023.
- **Rebecca Allen – A Tangle of Mind & Matter** (Solo exhibition) Curator: Valentino Catricalà, Modal Gallery, Manchester Metropolitan University, Manchester, UK. March 2 - April 30, 2023.
- **Coded: Art Enters the Computer Age 1952–1982.** (*Girl Lifts Skirt*) Curator: Leslie Jones, Los Angeles County Museum of Art (LACMA) Los Angeles, US. February 12 - July 2, 2023.
- **A Leap into the Void - Art Beyond Matter** (*Life Without Matter*) Curators: Lorenzo Giusti and Domenico Quaranta, Galleria d'Arte Moderna e Contemporanea di Bergamo (GAMEC), Bergamo, IT. February 3 - May 28, 2023. <https://www.gamec.it/en/gamec-program-2022-2023/>
<https://www.gamec.it/en/a-leap-into-the-void/>

2022

- **Never Alone** (*XO Laptop*) Curator: Paola Antonelli, Museum of Modern Art (MoMA), NY, NY, Sept. 10, 2022- July 16, 2023.
- **Worldbuilding: Gaming and Art in the Digital Age** (*The Bush Soul #3 and selected works*) Curator: Hans Ulrich Obrist, Julia Stoschek Foundation, Dusseldorf, DE. June 5, 2022 - December

10, 2023.

- **Among the Machines** (The Bush Soul #3) Zabłudowicz Collection, London, UK. March 24 - July 17. <https://www.zabludowiczcollection.com/exhibitions/view/among-the-machines>
- **Rebecca Allen** (The Bush Soul #3 and selected works) Solo exhibition. Arcade Gallery, Brussels, BE. January 15 - March 3. <https://thisisarcade.art/exhibition/rebecca-allen-landscape-enter-life/>

2021

- **K21 Collection** (Swimmer (in the abyss)) Kanon Art Gallery - a collection of 21 NFT artworks. April 21-ongoing. <https://k21.kanon.art/gallery>
- **Synthetic Corpo-Reality** (Figures in Motion series), Curator Julie Walsh, MEET Gallery (online), Milan, Italy. February 25 - May 28. <https://www.meetcenter.it/en/synthetic-corpo-reality-exhibition/>

2020

- **ZELDA Presents: Rebecca Allen** (Solo Exhibition) (The Bush Soul #3, The Observer, landscape/enter/life), Arcade Gallery, London, UK October 2020/January 2021.
- **B3: Biennial of the Moving Image 2020** (The Observer, Life Without Matter, The Tangle of Mind and Matter, INSIDE, Musique Non Stop), Astor Filmlounge + Online, Frankfurt, Germany. October 8-18.
- **Enter Through the Headset 5** Gazelli Art House, (various recent and historical works) London, UK. September.
- **CADAF - Contemporary & Digital Art Fair**. Represented by Gazelli Art House, June 25-28.

2019

- **you feel Me_** (The Observer), FACT Gallery, Liverpool, UK. November 1, 2019 - February 23, 2020. <https://www.fact.co.uk/event/you-feel-me>
- **Rebecca Allen** (Life Without Matter), Zabłudowicz Collection, London, UK. September 12 – October 20, 2019. <https://www.zabludowiczcollection.com/exhibitions/view/360-rebecca-allen-1>

2018

- **Rebecca Allen: Sync(Emerge(Consciousness))** Solo exhibition including premiere of commissioned VR installation “Life Without Matter” and retrospective of selected older works, QUAD Gallery, Derby, UK. November 9, 2018 – February 3, 2019.
- **Digital Gods** (Labyrinth), Weltkunstzimmer, Dusseldorf, Germany. November 9-25, 2018.
- **Programmed: Rules, Codes, and Choreographies in Art, 1965–2018** (Fin de Siècle II collaboration with Nam June Paik) Whitney Museum of Art, New York, NY. September 28, 2018-April 14, 2019.
- **Very Real** – Permanent Virtual Reality Exhibition (INSIDE and The Tangle of Mind and Matter), DAM Gallery, Berlin, Germany. June 1-ongoing.
- **The Conquest of Reality** (INSIDE and The Tangle of Mind and Matter), Society for Arts and Technology (SAT), Montreal, Canada May 29-June 2.
- **Kraftwerk – 3D**. Video projections.
- 27 performances throughout Europe. February, June, July, August, September.

2017

- **Field of View** (INSIDE) Exploratorium, San Francisco, CA. October.
- **Enter Through the Headset 2** (Premiere of VR Installation - The Tangle of Mind and Matter). Gazelli Art House, London, UK. September 4-30.
- **Moving Image New York** (INSIDE) Waterfront New York Tunnel, New York, NY. February.
- **Toute Seule**. (with Charlotte Colbert, Elizabeth Murray, Nancy Spero, Rachel Whiteread). (Figures in Motion series and premiere of VR Installation titled INSIDE.) Gazelli Art House, London, UK. January 12-February 26.

- **Kraftwerk - The Catalogue 12345678.** Video projections.
 - OGR, Turin, Italy. November.
 - Bord Gais Energy Theatre, Dublin, Ireland. June.
 - Royal Albert Hall, London, UK. June.
 - Koningin Elisabethzaal, Antwerpen, Belgium. May.

2016

- **Femmebit** (selection of work) Human Resources, Los Angeles, CA November.
- **Kraftwerk - The Catalogue 12345678.** Video projections.
 - Museo Guggenheim, Bilbao, Spain. October.
 - Den Norske Opera, Oslo, Norway. August.

2015

- **Kraftwerk - The Catalogue 12345678.** Video projections.
 - Lichtburg, Essen, Germany. November.
 - DR Concert Hall, Copenhagen, Denmark. February.
 - Paradiso, Amsterdam, Netherlands. January.
 - Neue National Galerie, Berlin, Germany. January.

2014

- **Digital Promise** Documentary (interview/selection of work). Produced by TVE (Spain) aired throughout Europe.
- **ONE Night** – (Steady State) ONE Archives Gallery & Museum, West Hollywood, CA May.
- **Kraftwerk - The Catalogue 12345678.** Video projections.
 - Foundation Louis Vuitton, Paris, France. November.
 - Burgtheater, Vienna, Austria. May.
 - El Plaza Condesa, Mexico City, Mexico. March.
 - Walt Disney Concert Hall, Los Angeles. March.
- **Dance Machines: From Léger to Kraftwerk.** Moderna Museet Stockholm, SE. Jan 22-April 27.

2013

- **nonliteral. B3 Biennale of the Moving Image** – (Figures in Motion) ATELIERFRANKFURT, Frankfurt, Germany. October-November.
- **Spectacle: The Music Video.** Australian Centre for the Moving Image , Melbourne, Australia. Sept 26, 2013 – Feb 23 2014.
- **Kraftwerk 3D Video Installation 12345678.** Includes video projections of Allen's work from 1986. SPRÜTH MAGERS, Berlin, Germany, July 5-Aug 31.
- **Momentum: Women/Art/Technology-** (Liminal Identities) Mason Gross Gallery, Rutgers University, New Brunswick, NJ. June 8 - July 26. www.momentum-women-art-technology.com
- **Spectacle: The Music Video.** Museum of the Moving Image, New York, NY. April 3–June 16.
- **Kraftwerk - The Catalogue 12345678.** Includes video projections of Allen's work from 1986.
 - Sydney Opera House, Sydney, Australia. May.
 - Akasaka Blitz, Tokyo, Japan. May.
 - Tate Modern, London, UK. February.
 - Kunstsammlung Nordrhein-Westfalen, Düsseldorf, Germany. January.
- **Roboter** (Kraftwerk image exhibition). NRW Forum, Düsseldorf, Germany. January.

2012

- **Spectacle: The Music Video.** MIS - The Museum of Image and Sound in São Paulo, Brazil. December 11, 2012 - January 27, 2013.
- **Spectacle: The Music Video.** The Contemporary Arts Center, Cincinnati, OH. March 3 – Sept 3.
- **Kraftwerk Retrospective 12345678.** Includes video projections and print of Allen's work from

1986. Museum of Modern Art, New York, NY. April 10-17.

2011

- **Exchange and Evolution: Worldwide Video Long Beach 1974-1999** - (Steady State) Long Beach Museum, Long Beach, CA (part of Pacific Standard Time: Art in L.A) October 2011.
- **Kraftwerk 3D**. 3D Video Installation. Kunstbau, Munich, Germany. October 15 – November 13.
- **Kraftwerk 3D Concert**. Video projections. Alte Kongresshalle, Munich, Germany. October 12-13.

2008

- **Design and the Elastic Mind** – (OLPC XO Laptop) Museum of Modern Art, New York, NY.
- **Brit Insurance Designs of the Year Exhibition** - (OLPC XO Laptop) Design Museum, London, UK.

2007

- **Retrospective of Work by Rebecca Allen** Columbus School of Art and Design, Columbus, OH April.

2006

- **Second Natures** - (The Bush Soul #3) Eli and Edythe Broad Art Center, UCLA, Los Angeles, CA.

2004

- **Liminal Identities** – Interactive Art Installation. Art Futura, Mercat de Les Flors, Barcelona, Spain.
- **eVolution: The Art of Living Systems**, (The Bush Soul #3) Art Interactive Gallery, Cambridge, MA.
- **Hacking the Timeline: a History of Digital Art** – CyberSpace Gallery, Santa Monica, CA.

2003

- **The Brain Stripped Bare** – Installation. Doncaster College, Doncaster, England.
- **Women in Science (Genomically Yours)**, (The Bush Soul #3) Universal Concepts Unlimited Gallery, New York, NY.
- **Music Video: A Vehicle for New Sensitivity**, (Musique Non-Stop) Tokyo Metropolitan Museum of Photography, Curator: Tomoe Moriyama, Dec 2002 - Feb 2003, Tokyo, Japan.

2002

- **The Brain Stripped Bare** - Installation/Performance. Tanzhaus nrw, Dusseldorf, Germany.
- **The Brain Stripped Bare** - Installation/Performance. Akzente Festival, Ausstellungshalle am Innenhafen, Duisburg, Germany.

2001

- **Mixed Realities Exhibition**, (Coexistence) IDII Gallery, Ivrea, Italy September.
- **CHARAMIX.com - Cultural Affairs Media Arts Festival and Exhibition** The Garden Hall Tokyo, Japan March 2001.
- **ACM1: Beyond Cyberspace Exhibition**, (The Bush Soul #3) San Jose Convention Center, San Jose, CA.

2000

- **SHIFT-CTRL: Computers, Games and Art Exhibition**, (The Bush Soul #3) Beall Center for Art and Technology University of California Irvine. Irvine, CA.
- **Art Futura Exhibition**, (The Bush Soul #3) Centro Andaluz de Arte Contemporáneo. Sevilla, Spain.
- **Ground Zero Exhibition**, (The Bush Soul #3) The Tech Museum of Innovation. San Jose, CA.

- **RISD LA Film Exhibition** Work by Rebecca Allen. Directors Guild. Los Angeles, June.
- **Rhode Island School of Design** Film presentation of preeminent alumni. (Interview by Rebecca Allen) Directors Guild. Los Angeles, CA June 2000.

1999

- **Interactive Frictions Exhibition**, (*The Bush Soul #3*) University of Southern California. Los Angeles, CA.
- **Siggraph Emerging Technologies Exhibition**, (*The Bush Soul #3*) LA Convention Center, Los Angeles
- **Materiale/Immateriale**, (*The Bush Soul #3*) Centro Trevi, Bolzano, Italy.
- **Life Science**, (*The Bush Soul #3*) Ars Electronica Center, Linz, Austria.
- **Electronic Rituals**, (*The Bush Soul #3*) Intermedia Arts Gallery, Minneapolis, Minnesota.

1998

- **Art and Aesthetics of Artificial Life**, (*The Bush Soul #2*) Wight Art Gallery, Los Angeles, CA.
- **Siggraph Art Exhibition**, (*The Bush Soul #2*) Orlando Convention Center, Orlando FL.
- **Doors of Perception 5: Play**, (*The Bush Soul #2*) Netherlands Design Institute, Amsterdam, NL.
- **Virtual Africa**, (*The Bush Soul #1/#2/#3*) Royal Museum of Central Africa, Belgium, and web-based virtual exhibition. Curator: Jocelyne Rotily.

1997

- **THE FUTURE OF THE FUTURE** (*The Bush Soul #1*) Circulo de Bellas Artes, Madrid, Spain.

1996

- **Los Angeles-Fin de Siglo** – From the Photographic Image to the Digital Image, Museo della Scienza e della Tecnica, Milan, Italy April 1996.

1995

- **Figures** Le Parvis- Centre Meridien, Ibois, France.
- **Info Art** Kwangju Biennale - International Video, Kwangju, Korea.
- **IMAGINA Film and Video Festival** Monte Carlo, Monaco. February 1995.
- **Toronto International Film Festival** -"Synthetic Pleasures" Toronto, Canada. Sept. 1995.
- **New York International Film Festival** -"Synthetic Pleasures" New York, NY. Sept. 1995.
- **Digitale: Modern Alchemy** Cologne, Germany. Oct. 1995.

1993

- **Sugar 'n' Spice** Long Beach Museum of Art, Long Beach, CA.
- **Venice Biennale** German Pavilion. Collaboration with Nam June Paik. Venice, Italy.
- **Korean Pavilion** Taejon World Expo, Taejon, Korea.
- **International Computer Art Exhibition** Yonden Hall, Tokoshima, Japan.
- **IMAGINA Film and Video Festival** Monte Carlo, Monaco. February 1993.
- **VIDEOARCO Festival** Madrid, Spain. February 1993.
- **Ars Electronica** - Kraftwerk Performance with video. Linz, Austria. ***

1992

- **Art as Information/ Information as Art** Collaboration with Nam June Paik. Permanent Video Installation. Chase Manhattan Bank, Brooklyn, NY.
- **Brandenburg Gate** Collaboration with artist Nam June Paik Permanent Video Installation. Ludwig Museum, Cologne, Germany.
- **Memory Palace** Multimedia Performance. Art Futura, Barcelona, Spain.
- **Rebecca Allen Retrospective** Institute of Modern Art Valencia, Valencia, Spain.

- **Memory Palace** Multimedia Performance. Seville World Expo, Seville, Spain.
- **Fire and Air / Water and Earth** Opening Animation. Spanish Pavilion, Seville World Expo Seville, Spain.
- **International Computer Art Exhibition** Seed Hall, Tokyo, Japan.
- **IMAGINA Film and Video Festival** Monte Carlo, Monaco. February 1992.
- **Art Futura Festival** Barcelona, Spain. April 1992.
- **Muu Media Festival** Helsinki, Finland. April 1992.
- **Nits d'Imatge** Jardins dels Vivers Valencia, Spain. July 1992.
- **Siggraph Electronic Theater** Chicago, IL. July 1992.
- **Images du Futur** Montreal, Quebec, Canada. September 1992.
- **Kinetic Perceptions** LA Freewaves Festival Los Angeles, CA. September 1992.
- **Expanded Images -The Synthetic Cinema** Mostra Internazionale d'Arte Cinematografica/ Venice Biennale Venice, Italy. September 1992.
- **Premio Immagine -Mediatech Forum** Milan, Italy. September 1992.
- **SIM International** Los Angeles, CA. October 1992.

1991

- **Cybermedia.** Light installation titled "Fleeting Words" (LED displays), Art Futura.
 - Museo de Santa Monica, Barcelona, Spain.
 - Mercat de les Flors, Barcelona, Spain.
 - Centre Cultural de la Caixa de Pensions, Barcelona, Spain.
- **Art Futura Festival** Barcelona, Spain. January 1991.
- **MIMAD Computer Animation Festival** Madrid, Spain. December 1991.
- **Professors' Choice** Lang Art Gallery, Scripps College, Claremont, CA.

1990

- **MUGRA.** Collaboration with La Fura dels Baus. Live multimedia performance. Mercat de les Flors, Barcelona, Spain.
- **Conversations in Video** (Curator) EZTV Gallery, Los Angeles, CA.
- **Los Angeles Open Festival** EZTV Gallery, Los Angeles, CA.
- **Passages de l'Image** (traveling exhibit)
 - Musee National d'Art Moderne, Centre Georges Pompidou, Paris, France.
 - Centre Cultural, Fundacio, Caixa de Pensions, Barcelona.
 - Wexner Center for Visual Arts, Ohio State University, Columbus.
 - San Francisco Museum of Modern Art, San Francisco.
- **Art Futura Exhibition** Barcelona, Spain. January 1990.
- **IMAGINA Film and Video Festival** Monte Carlo, Monaco. February 1990.
- **Das Regime der Bilder Festival** Frankfurt, Germany. June 1990.
- **Ars Electronica Festival** Linz, Austria. September 1990. Honorary Mention.
- **ARTTRANSITION** Center for Advanced Visual Studies MIT Cambridge, MA October.

1989

- **Les Chemins du Virtuel** Galerie du CCI, Centre Georges Pompidou Paris, France.
- **Imageworld: Art and Media Culture** (with Nam June Paik) Whitney Museum of Art New York, NY.
- **Pacific Northwest Computer Graphics Film Show** Portland, OR February 1989.
- **Image and Sound Festival** The Haag, Netherlands April 1989.
- **Biennale des Arts Electroniques** Rennes, France May 1989.

1988

- **American Pop Culture Today** Laforet Harajuku Museum Tokyo, Japan.
- **Digital Visions: Computers and Art** (traveling exhibit)

- Contemporary Arts Center Cincinnati, OH.
- I.B.M. Gallery New York, NY.
- Dayton Art Institute Dayton, OH.
- **IMAGINA Film and Video Festival** Monte Carlo, Monaco February 1988.
- **San Francisco Film Festival** San Francisco, CA April 1988. World Premiere of "BEHAVE".
- **Image and Sound Festival** The Haag, Netherlands April 1988.
- **Festival des Arts Electroniques** Rennes, France May 28-June 5 1988.
- **Pixel-Art Film and Video Show** Barcelona, Spain June 6-22 1988.
- **Venice Film Festival** Venice, Italy August 1988.
- **Images du Futur** Montreal, Canada September 1988.

1987

- **Digital Visions: Computers and Art.** Everson Museum of Art Syracuse, NY.
- **Computer Superstars** EZTV Gallery Los Angeles, CA.
- **VALIS** - A multimedia opera and exhibition. Concept and Music by Todd Machover, Musee National d'Art Moderne, Centre Georges Pompidou Paris, France.
- **IMAGINA Film and Video Festival** Monte Carlo February 1987.
- **The Biennial of Video** Barcelona, Spain April 1987.
- **Imaginaire Numerique Film and Video Show** Saint-Etienne, France May 1987.
- **Prix Ars Electronica** Linz, Austria June 1987.
- **Siggraph Electronic Theater** Anaheim, CA July 1987.
- **Pacific Northwest Computer Graphics Film Show** Eugene, OR October 1987.

1986

- **RAB** Live Multimedia Performance. Saint-Etienne, France.
- **IMAGINA Film and Video Festival** Monte Carlo February 1986.
- **Imaginaire Numerique** Saint-Etienne, France April 1986.
- **International Design Congress, "Erkundungen"** Stuttgart, Germany May 1986.
- **Computer Art: The Future Today** Aerospace Corporation Gallery El Segundo, CA
- **Siggraph Electronic Theater** Dallas, TX July, 1986.
- **Video Festival of Madrid** Spain December 1986.

1985

- **RAB** Live Multimedia Performance
- Joyce Theater New York, NY.
- Palace of the Fine Arts San Francisco, CA.
- **Screening Room West**, The American Film Institute (AFI) Los Angeles CA January 1985.
- **4th International Forum on New Images** Monte Carlo February 1985.
- **Munich Film Festival** Munich, Germany June 1985.
- **Siggraph Film and Video Show** San Francisco, CA July 1985.
- **International Animation Celebration** Los Angeles, CA September 1985.
- **Committed to Tape** General Electric Theater, New York, NY December 1985.

1984

- **RAB** Live Multimedia Performance
- Villeneuve-les Avignon Arts and Science Festival Avignon, France.
- Sophia Antipolis Festival. Valbonne, France.
- Ontario Science Centre Toronto, Canada.
- Colorado College DanceTheater Colorado Springs, CO.
- Dance Hall Cincinnati, OH.
- **The Artist as a Young Machine** (RAB Performance) Ontario Science Centre Toronto, Canada.
- **International Forum on New Images** Monte Carlo February 1984.

- **Siggraph Film and Video Exhibition** Minneapolis, MN July 1984.

1983

- **The Computer & It's Influence on Art and Design**
 - Sheldon Art Gallery, University of Nebraska - Lincoln, NE.
 - NCGA National Computer Graphic Association Chicago, IL.
 - DIGICON International Conference on Digital Arts Vancouver, Canada.
 - Computers in the Visual Arts, Drake University Des Moines, IA.
 - MacNider Museum Mason City IA.
- **New Definitions: a Video Exhibition** Millennium Theater New York, NY April 1983.
- **Siggraph Film and Video Exhibition** Detroit, MI July 1983.

1982

- **National Video Festival** (catalog cover) June 1982.
- **Siggraph Film and Video Exhibition** Boston, MA July 1982.

1981

- **Siggraph Art Exhibition** Dallas, TX July.
- **Siggraph Film and Video Exhibition** Dallas TX July 1981.

1979

- **Resolutions**
 - Creative Photo Gallery, Massachusetts Institute of Technology, Cambridge, MA.
 - Photo Gallery, Rhode Island School of Design, Providence, RI.

PUBLICATIONS Selected Books

A partial list of books that have published articles, reviews and reproductions of Allen's work.

- Luckraft, Paul (Editor), *Among the Machines* Zabłudowicz Collection, UK. Cassochrome, Belgium, 2023.
- Bartos, Karl, *The Sound of the Machine: My Life in Kraftwerk and Beyond*. Omnibus Press, 2022.
- Maheshwari, Maitreyi, *Artists in Virtual Reality*. London: Zabłudowicz Collection, 2021.
- Landwehr, Dominik (ed.) *Machines and Robots*. Edition Digital Culture 5. Zurich: Christoph Merian Verlag and Migros-Kulturprozent, 2018.
- Donna Cox, Ellen Sandor, Janine Fron (Editors) *New Media Futures: The Rise of Women in the Digital Arts*, University of Illinois Press, 2018.
- Franziska Bruckner, Holger Lang, et al.(eds), *Global Animation Theory: International Perspectives at Animafest Zagreb*. New York: Bloomsbury Academic, 2018
- Staiti, Alana Lauren *What's in a Model? A History of Human Modeling for Computer Graphics and Animation, 1961-1988*. Dissertation, Cornell University, ProQuest, 2018.
- Furniss, Maureen, *A New History of Animation*. New York: Thames & Hudson, 2016.

- Sito, Tom, *Moving Innovation: A History of Computer Animation*. Cambridge: MIT Press, 2013.
- Buckley, David, *Kraftwerk Publikation*. London: Omnibus Press, 2012.
- Graber, Hedy, Landwehr, Dominik and Sellier, Veronika, *Kultur digital - Begriffe, Hintergründe, Beispiele*, Basel: Christoph Merian Verlag, 2011 pg 148-150.
- Itsuo, Sakane, *The Origins of Media Arts*, Tokyo, Japan: Kousakusha Co., 2010.
- Russett, Robert, *Hyperanimation: Digital Images and Virtual Worlds*, Herts UK: John Libby Publishing Ltd., 2009.
- Ito, Joi, *Freesouls: Captured and Released*, Creative Commons, 2008.
- Popper, Frank. *From Technological to Virtual Art*, Cambridge: MIT Press, 2007.
- Benyon, David, Turner, Phil and Turner, Susan. *Designing Interactive Systems: People, Activities, Contexts and Technologies*. London: Pearson Education Ltd., 2004.
- Bigi, Daniele and Ceccarelli, Nicolò. *Animazione 3D*, Milan: Mondadori Informatica, 2004.
- Paul, Christiane. *Digital Art*. London: Thames and Hudson Ltd., 2003.
- Malloy, Judy (ed.). *Women, Art and Technology*. Cambridge: MIT Press, 2003.
- Sakane, Itsuo. *The Expanded Dimension – Beyond the Conflict between Art and Science*. Tokyo: NTT Publications, 2003.
- Bolter, Jay David and Gromala, Diane. *Windows and Mirrors: Interaction Design, Digital Art, and the Myth of Transparency*, Cambridge: MIT Press, 2003.
- Duguet, Anne-Marie, *Dejouer l'Image*. Nimes: Critiques d'Art – Editions Jacqueline Chambon, 2002.
- Domingues, Diana. CRIAÇÃO E INTERATIVIDADE NA CIBERARTE. São Paulo: Ed. Experimento, 2002.
- Shedroff, Nathan. *Experience Design*. Indianapolis: New Riders, 2001.
- Flür, Wolfgang. *Kraftwerk: I Was a Robot*. London: Sanctuary Publishing Limited, 2000.
- Barr, Tim. *Kraftwerk: From Düsseldorf to the Future (with Love)*. London: Ebury Press Random House, 1998.
- Fujihata, Masaki. *The Treasure of Computer Graphics*. Tokyo: Justsystem Publishing, 1998.
- Shedroff, Nathan ed. *Multimedia Demystified*. New York: Apple Books, Random House, 1994.
- Popper, Frank. *Art of the Electronic Age*. New York: Harry N. Abrams, Inc., 1993.
- Alanen, Antti and Ilppo Pohjola. *Sahkoiset Unet*. Helsinki: VAPK-Kustannus, 1992.

- Ornia, Jose Ramon Perez. *El Arte del Video: Introduction to the History of Experimental Video*. Barcelona, Spain: RTVE & Ediciones del Serbal, 1991.
- *Le Livre Imagina*. Paris: INA Publications, 1990.
- Meijer, Jola and Ernie Tee, eds. *What a Wonderful World! Music Videos in Architecture*. Groningen: Groninger Museum, 1990.
- Katsui, Mitsuo and Toshifumi Kawahara, eds. *World Graphic Design Now*. Tokyo: Kodansha Ltd., 1989.
- Willim, Bernd. *Leitfaden der Computer Grafik*. Berlin: Drei-R-Verlag, 1989.
- Riviere, Daniele. *Paysages Virtuels*. Paris: Dis Voir, 1988.
- Couchot, Edmond. *Images: De l'optique au numerique*. Paris: Hermes, 1988.
- Goodman, Cynthia. *Digital Visions: Computers and Art*. New York: Harry N. Abrams Inc., 1987.
- Body, Veruschka and Peter Weibel. *Clip, Klapp, Bum*. Cologne: Dumont Buchverlag, 1987.
- Weibel, Peter and Oswald Oberhuber. *Logo Kultur*. Vienna: Herstellung Remaprint, 1987.
- Wilson, Stephen. *Using Computers to Create Art*. Englewood Cliffs NJ: Prentice-Hall, 1986.
- Queau, Philippe. *Eloge de la Simulation*. Paris: Champ Vallon / Institut National de la Communication Audiovisuelle, 1986.
- Jankel, Annabel and Rocky Morton. *Creative Computer Graphics*. London: Cambridge University Press, 1984.

PUBLICATIONS Periodicals

A partial list of periodicals that have published interviews, articles, reviews and reproductions.

2022

- **Dazed** June 17, 2022. "Hans Ulrich Obrist on how video games are revolutionising the art world" by Günseli Yalcinkaya <https://www.dazeddigital.com/art-photography/article/56316/1/hans-ulrich-obrist-interview-worldbuilding-gaming-art-digital-age-exhibition>
- **Wallpaper** June 17, 2022. "'Worldbuilding' exhibition review: a trip through the uncanny valley of art and gaming" by Will Jennings. <https://www.wallpaper.com/art/worldbuilding-review-art-gaming>
- **Das Magazin** June 16, 2022. "When is a work of art finished?" by Hans Ulrich Obrist. <https://www.tagesanzeiger.ch/wann-ist-ein-kunstwerk-fertig-912403839721>
- **Artribune** (Italy) June 28, 2022. "Intervista a Rebecca Allen, la pioniera dell'arte digitale" by Angela Maria Piga. <https://www.artribune.com/professionisti-professionisti/who-is-who/2022/06/intervista-rebecca-allen-arte-digitale-mostra-dusseldorf/>
- **The Art Newspaper** June 3, 2022. "The limitless artistic possibilities of video games, from refugee journeys to wearable wombs, showcased in German exhibition" by Jad Salfiti.

<https://www.theartnewspaper.com/2022/06/03/worldbuilding-video-game-art-julia-stoschek-collection-dusseldorf>

- **ARTnews** June 7, 2022. "How Playing 'Elden Ring' Influenced Hans Ulrich Obrist's New Show About Video Games and Art" by Alex Greenberger. <https://www.artnews.com/art-news/artists/hans-ulrich-obrist-worldbuilding-julia-stoschek-collection-1234630698/>
- **TimeOut - London** March 25, 2022. "Among the Machines" by Eddie Frankel. <https://www.timeout.com/london/art/among-the-machines>
- **FAD Magazine** (UK) March 2, 2022. "Among the Machines: A Show Examining How Humans Interact with Machines and Non-Human Entities" by Mark Westall. <https://fadmagazine.com/2022/03/02/among-the-machines-a-show-examining-how-humans-interact-with-machines-and-non-human-entities/>

2021

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- **Exchange and Evolution: Worldwide Video Long Beach 1974-1999 - Long Beach Museum, Long Beach, CA (part of Pacific Standard Time: Art in L.A) 2011.**
- **Souls & Machines**, Museo Nacional Centro de Arte Reina Sofia, Madrid, 2008.
- **Design and the Elastic Mind**, Museum of Modern Art, New York, 2008. ***
- **Second Natures**, Eli and Edythe Broad Arts Center, Los Angeles, 2006.
- **Objetos Vivos / Espacios Sensibles (Living Objects / Sensitive Spaces) Art Futura**, Mercat de les Flors, Barcelona, 2005.
- **Realidad Aumentada/Augmented Reality, Art Futura**, Mercat de les Flors, Barcelona 2004.
- **Akzente Festival**, Ausstellungshalle am Innenhafen, Duisburg, Germany, 2002.
- **Mixed Realities**, Interaction Design Institute Ivrea Gallery, Ivrea, Italy. 2001.
- **ACM1: Beyond Cyberspace**, San Jose Convention Center, San Jose, CA. 2001.
- **SHIFT-CTRL: Computers, Games and Art**, Beall Center for Art and Technology University of California Irvine. Irvine, CA, 2000.

- **Internet as Cyborg - Art Futura**, Centro Andaluz de Arte Contemporáneo, Seville, 2000.
- **RISD LA Film Exhibition**, Directors Guild. Los Angeles, 2000. ***
- **Life Science** Ars Electronica Center, Springer Vienna/New York, 1999.
- **Materiale/Immateriale**, Cento Trevi, Nuova Grafica Fiorentina, Florence, 1999.
- **SIGGRAPH Visual Proceedings**, ACM SIGGRAPH, 1999.
- **SIGGRAPH Visual Proceedings**, ACM SIGGRAPH. 1998.
- **El Futuro del Futuro - The Future of the Future - Art Futura**, Circulo de Bellas Artes de Madrid, Spain 1997.
- **Kwangju Biennale -International Video**, Kwangju, Korea, 1995.
- **Sugar and Spice**, Long Beach Museum of Art, Long Beach, CA, 1993.
- **Ars Electronica - Kraftwerk Performance with video**. Linz, Austria, 1993. ***
- **VIDEOARCO '93 Festival**, Crystal Pavillon, Madrid, 1993.
- **The Global Mind -Art Futura**, Barcelona, 1992.
- **Muu Media Festival**, Helsinki, 1992.
- **Visual Proceedings**, eds. John Grimes and Gray Lorig. ACM/Siggraph, Chicago, 1992.
- **Nits d'Imatge 92**, Jardins dels Vivers, Valencia, Spain, 1992.
- **Expanded Images -The Synthetic Cinema**, Mostra Internazionale d'Arte Cinematografica, Venice Biennale, Venice, Italy, 1992.
- **Premio Immagine -Mediatech Forum**, Milan, 1992.
- **Der Prix Ars Electronica**: International Compendium of the Computer Arts, ORF, Linz, Austria, 1992.
- **Cybermedia -Art Futura**, Barcelona, 1991.
- **Der Prix Ars Electronica**: International Compendium of the Computer Arts, ORF, Linz, Austria, 1991.
- **Virtual Reality -Art Futura**, Barcelona, 1990.
- **Conversations in Video**, EZTV Gallery, Los Angeles, 1990.
- **Passages de l'Image**, Musee National d'Art Moderne, Centre Georges Pompidou, Paris, 1990.
- **Der Prix Ars Electronica**, ORF, Linz, Austria, 1990.
- **Image + Sound - Film and New Media**, Haags Filmhuis, The Hague, 1989.
- **Imageworld: Art and Media Culture**, Whitney Museum of Art, New York, 1989.
- **American Pop Culture Today**, USSO, vol. 2, Tokyo, 1988.
- **XLV Mostra Internazionale del Cinema**, Venice Film Festival, Venice, Italy 1988.
- **Pixel Art**, Instituto Estudios Norteamericanos, Barcelona, 1988.
- **Festival des Arts Electroniques**, Rennes, France, 1988.
- **ACM Siggraph '87 Film and Video Show**, Anaheim, 1987.
- **ACM Siggraph '86 Film and Video Show**, Dallas, 1986.
- **ACM Siggraph '85 Film and Video Show**, San Francisco, 1985.
- **The Computer & It's Influence On Art & Design**, Sheldon Memorial Art Gallery, University of Nebraska, Lincoln, 1983.

PUBLICATIONS Authored or co-authored by Allen

ABOUT ART

- Allen, R., "Art and Reality in a Liminal World", *Souls & Machines* ed. Algora, Montxo and Jose Luis de Vincente, Museo Nacional Centro de Arte Reina Sofia, Madrid, 2008.
- Allen, R., "The Emergence Project: The Bush Soul", *Leonardo Journal*, Volume 38, Number 4, p. 314. The MIT Press, August 2005.

- Allen, R. (with Huhtamo, E.) "I always like to go where I am not supposed to be." *Women, Art and Technology*. ed. Judy Malloy, Cambridge: MIT Press, 2003.
- Allen, R. (with Mendelowitz, E.) "Coexistence." *Proceedings: CAST01 // Living in Mixed Realities*. Editors: Monika Fleischmann, Wolfgang Strauss. FhG – Institut Medienkommunikation (IMK). German Federal Ministry of Education and Research, Schloss Birlinghoven, 2001.
- Allen, R. "The Bush Soul: Artist Statement" *Life Science: Ars Electronica 99*, ed. Gerfried Stocker and Christine Schopf, Springer Vienna/New York 1999.
- Allen, R. "Emergence and The Bush Soul" *Computer Graphics: ACM SIGGRAPH* vol. 32, no. 3 eds. Gordon Cameron, Scott Fisher and Glen Fraser August 1998.
- Allen, R. "The Bush Soul: Traveling Consciousness in an Unreal World", *Digital Creativity* vol. 9, no.1 ed. Dr. Colin Beardon April 1998.
- Allen, R. "The Bush Soul: Traveling Consciousness in an Unreal World," Conference Proceedings: Consciousness Reframed," *1st International Research Conference of the CAiiA*, the Centre for Advanced Inquiry in the Interactive Arts at University of Wales, ed. Roy Ascott, 1997.
- Allen, R. "Demolition Man: The Making of an Interactive Action Movie and the Future of Games," *Proceedings: Imagina '95*, Monte Carlo, 1995.
- Allen, R. "Memory Palace," *The Global Mind - Art Futura 92*, Barcelona, 1992.
- Allen, R. "Fire and Air", "Labyrinth," *Visual Proceedings*, eds. John Grimes and Gray Lorig, ACM/Siggraph, Chicago, 1992.
- Allen, R. "Fleeting Words," *Cybermedia - Art Futura 91*, Barcelona, 1991.
- Allen, R. "New Expressions with Computers and Video," *Conversations in Video*, EZTV Arts Foundation, West Hollywood, 1990.
- Allen, R. "Virtual Reality," *Art Futura 90*, Barcelona, 1990.
- Allen, R. "Realidad Virtual," *El Pais*, Spain, January 10, 1990.
- Allen, R. "New Techniques for the Creation of Artificial Realities," *Computer Images and Hi-Vision - CG '88*, Japan Society of Image Arts and Sciences, Tokyo, 1988.
- Allen, R. "Artifices pour les Expressions du Visages," *Imaginaire Numerique*, vol.1, no.1, ed. Alain Renaud, Paris: Hermes, 1987.
- Allen, R. "Computer Animation: A New Aesthetic Approach," *Proceedings of l'Imaginaire Numerique*, Paris: Hermes, 1986.
- Allen, R. "Computers and the Modern Artist," *Proceedings of Online Computer FX '84*, London, 1984.
- Allen, R. (with Nisselson, J.) "Computers Who Dance," ed. Steve Ditlea, *Digital Deli*, New York: Workman Publishing, 1984.

- Allen, R. "The Bionic Dancer," *Dance Dynamics, Journal of PERD*, vol. 54, no.9, Reston, VA, Nov./Dec. 1983.
- Allen, R. "Artist's Statement," *The Computer & It's Influence On Art and Design*, Sheldon Memorial Art Gallery, Univ. of Nebraska, Lincoln, 1983.

ABOUT TECHNOLOGY

- Wither, Jason, Rebecca Allen, Vids Samanta, Juha Hemanus, Yun-Ta Tsai, Ronald Azuma, Will Carter, Rachel Hinman, Thommen Korah. "The Westwood Experience: Connecting Story to Locations Via Mixed Reality", IEEE International Symposium on Mixed and Augmented Reality 2010, Arts, Media and Humanities Proceedings (ISMAR AMH 2010) (Seoul, Korea, 13-16 Oct. 2010), pp. 39-46.
- Costanza E., Inverso S. A., Allen R., Maes P., "EMG For Subtle, Intimate Interfaces", chapter in "Handbook of Research on User Interface Design and Evaluation for Mobile Technology", Lumsden J. (Ed.) Hershey: Information Science Reference, 2008.
- Costanza E., Inverso S. A., Allen R., Maes P., "Intimate Interfaces in Action: Assessing Usability and Subtlety of EMG-based Motionless Gestures" (full paper) *Proc CHI2007*, April 2007, San Jose CA, USA.
- Costanza E., Inverso S. A., Pavlov E., Allen R., Maes P., "eye-q: Eyeglass Peripheral Display for Subtle Intimate Notifications" (full paper – peer reviewed) in *Proc. Of MobileHCI 2006*, September 2006, Espoo, Finland.
- Costanza E., Inverso S. A., Allen R., "Toward Subtle Intimate Interfaces for Mobile Devices Using an EMG Controller" (full paper – peer reviewed) in *Proc. CHI2005*, April 2005, Portland, Or, USA.
- Costanza E., Perdomo A., Inverso, S. A., Allen R., "EMG as a Subtle Input Interface for Mobile Computing", (peer- reviewed) in *Proc of MOBILE HCI 2004, Lecture Notes in Computer Science Vol. 3160*, Springer 2004.
- Inverso, S. A., Hawes, N., Kelleher, J., Allen, R., and Haase, K., "Think and Spell: Context-Sensitive Predictive Text for an Ambiguous Keyboard Brain-Computer Interface Speller." *Biomedizinische Technik* 49 Suppl. 1:53-54, 2004.
- Reger, G.M., Rizzo, A.A., Buckwalter, J.G., Allen, R., Augustine, R. & Mendelowitz, E. "Effectiveness of Virtual Reality for Attentional Control to Reduce Children's Pain During Venipuncture". *Proceedings of the 2nd International Workshop in Virtual Rehabilitation*. 2004.
- Reger, G.M., Gold J., Rizzo, A.A., Buckwalter, J.G., Allen, R. Augustine, R., van Rooyen, A. & Williams, J. (2003). "Evaluating the Effectiveness of Virtual Reality for Pediatric Pain Distraction." *The 37th Annual Convention of the Association for the Advancement of Behavior Therapy*. Boston, MA. November 2003.
- Gold JJ, Reger, GM, Rizzo, AA, Augustine R, Rooyen, A, Williams J, Joseph MH, Pattengale P, Inderlied C. & Allen, R. "Efficacy of Virtual Reality for Attenuating Child Pain During Venipuncture: Preliminary Findings." *Paper presented at the Childrens Hospital Los Angeles 8th annual Research Institute Poster Day Presentations*, Los Angeles, CA, 2003.

TELEVISION and RADIO BROADCAST

Selected interviews and work by Allen were featured on the following programs.

2021

- “What’s Behind The Blockchain-Based Art Boom?” - Science Friday / NPR (National Public Radio) May 14. <https://www.sciencefriday.com/segments/nft-blockchain/>
- “Twyla Moves” - American Masters/PBS. (Discusses collaboration between Tharp and Allen for *The Catherine Wheel*) March 26. <https://www.pbs.org/wnet/americanmasters/twyla-tharp-documentary/16724/>

2018

- “The Art of Immersion” - BBC Radio 4 interview about the art of Rebecca Allen. April & September.

2017

- “Rebecca Allen Interview” BBC World News – Click (UK) (podcast) January 17.

2014

- “The Digital Promise” - Documentary by TVE (the leading channel in Spain), TV3 (Spain) and the French and German channel “Arte”.

1996

- “Lost City of Arabia” PBS Nova Special. Chosen as “Pick of the Week” in TV Guide and Los Angeles TV Times, October.

1995

- "Nth Art - La Simulation: reve ou realite", 13 part series. TV Ontario. *Canada* January.
- "L'Ere Cyber" Imagina 95, France Supervision. Cable & Satellite. *Europe* February.
- "L'Oeil du Cyclone" Imagina 95, Canal +. *Europe* February.
- "Prisma- Magazin" NDR *Germany* February.
- “WIRED Magazine Promo”, *Japan* August.

1993

- “Imagina ‘93” -“Laberint” Canal +. *Europe* February.
- “WIRED Magazine Promo”, MTV/ VH-1/ Sci-Fi Channel. *USA* January/February.

1992

- “Imagina ‘92” -“Pabellon de Espana”, Canal +. *Europe* February.
- Interview, YLE Finland TV. *Finland* April.
- “Musta Ikaros” Art and Technology TV Special. YLE Finland TV. *Finland* April.
- “Metropolis” Television Espanola (TVE). *Spain* November 10.
- “Fire and Air”/ “Water and Earth” -Opening animation for the Spanish Pavilion/ World Expo. Broadcast throughout Spain and Europe during 1992.

1991

- “Art Futura” Television Espanola (TVE). *Spain* January.
- “Art Futura” Television Catalunya (TV3). *Spain* January.

1990

- "El Arte del Video" Fourteen part television series. TVE *Spain*.
- "Mugra" with Rebecca Allen and La Fura dels Baus. TV3 Performance Special. *Spain* January.
- "Art Futura" Television Espanola (TVE). *Spain* January.
- "Art Futura" Television Catalunya (TV3). *Spain* January.
- "Steady State" Canal +. *Europe* February 18.
- "BUZZ", Channel 4 *England & Europe* and MTV *USA* and *International*.
- "Inside Information" KCET (PBS) *USA* November 29.
- "Pump It Up" Fox TV. On-going rap music program. Opening/Closing sequence. *USA*.

1989

- "Metropolis", Television Espanola (TVE). *Spain* February 16.
- CNN News *International* November/December.

1988

- "Picnic TV", International Video Magazine, Canal +. *France*.

1987

- Interview for RAI National Television News Series. *Italy* April.
- "New Digital Images". *France* May.
- "Charbon-Velours / Body in Ruins", Belgian National TV (BRT). *Belgium* 1987-88.
- "Arts Revue", Long Beach Museum of Art cable TV series. *USA* December.

1986

- "Die Kunstlichen Wirklichkeiten" ("Artificial Realities"), First Channel Network (ARD). *West Germany*, July 17. (repeat showings)
- "Tvasahi New York-ing". *Japan*.
- "MTV- Music Non-Stop", a promotional campaign for MTV based on Allen's video, "Musique Non-Stop". (repeat showings)
- "NBC American Almanac", weekly News Special, Opening/Closing sequence. *USA*.

1985

- "Nombre et Lumiere", INA Computer Graphics Special. *France* 1985-1986.

1984

- "Computer Imagery: Visions of the Mind's Eye". *USA*.
- "Creative Computer Graphics". *USA*.

1983

- "The Catherine Wheel", BBC Arena Series *England*.
- "The Catherine Wheel", PBS Great Performances Series *USA*.
- "The Computers are Coming", Dan Rather CBS News Special. *USA*.
- "Dance on TV", Eye on Dance, New York. *USA*.

1982

- "CBS Walter Cronkite's Universe", weekly Science Series, Opening/Closing sequence. *USA*.

1981

- "Painting by Numbers", BBC Horizon Series. *England*.
- "3-2-1 Contact", Children's Television Network (CTW). *USA* September.

• Allen's work has also aired internationally on all major music video programs such as MTV, VH1, Night Tracks and Sky Channel, and performance specials such as PBS Dance in America.

INVITED LECTURES

2023

- **Women in Immersive Tech.** Siggraph 50th Anniversary, Los Angeles, CA. August 7, 2023.
- **The Work of Rebecca Allen.** Galleria d'Arte Moderna e Contemporanea di Bergamo (GAMEC) - Bergamo, IT. May 23.

2021

- **History of AI in Art - Then and Now.** Artist Interview. Gazelli Art House, London UK Nov 30.
- **Remote Intimacy in Times of Social Distancing.** Artist Talk & Panel, University of Greenwich/Innovate UK (Online) April 28. https://www.youtube.com/watch?v=SAp_2KW0cq0

2020

- **B3: Biennial of the Moving Image.** Artist Interview (Online). Frankfurt, Germany. October 8.
- **New York Institute of Technology: Then and Now.** Artist Talk & Panel. SIGGRAPH (Online) August 27.

2019

- **In Conversation: Rebecca Allen** Artist Talk. Zabłudowicz Collection, London, UK. October 5.
- **Virtual Medicine** Panel: Medical Education Through Immersive Learning, Cedars-Sinai Hospital, Los Angeles, CA. March 28. <https://www.virtualmedicine.health>

2018

- **Rebecca Allen: Sync(Emerge(Consciousness))** Artist Talk and Panel, QUAD Gallery, Derby, UK. November 10, 2108.
- **Mirrorworlds**, Featured Speaker. Roundtable organized by Serpentine Galleries and Google Arts & Culture's Artists + Machine Intelligence program. SCI Arc, Los Angeles, CA. October 9.
- **FutureFest**, Keynote: "The Future of Reality". Also, Panel: "Future Humans: Augmented Selves", Tobacco Dock, London, UK. July 6-7. <https://www.futurefest.org>
- **The Conquest of Reality Symposium**, Moderator and Lecturer. "VR AR XR", Society for Art and Technology (SAT), Montreal, Canada. June 1. <http://ix.sat.qc.ca>
- **Cognitive Science Student Association**, "Human-Computer Interaction: Demystifying Data and Design", UCLA Kerckhoff Grand Salon, Los Angeles, CA. April 21.

2017

- **UCLA/LACMA Art, Neuroscience, Psychiatry Conference**, "Neuroscience and Art: Memory and Imagination", UCLA Luskin Conference Center, Los Angeles, CA. November 10. <https://www.artneurosciencepsychiatry.com>
- **UCSB Media Arts & Technology Seminar Series**, "Rebecca Allen: The Tangle of Art and Research", Santa Barbara, CA. November 6. <http://seminar.mat.ucsb.edu>
- **Field of View: Perception**, "INSIDE by Rebecca Allen", Exploratorium, San Francisco, CA. October 12. <https://www.exploratorium.edu/visit/calendar/field-of-view-perception>
- **Machines of Loving Grace: A Symposium on AI, Architecture and Virtual Worlds**, "Behavior & Liminal Life - The Human Experience in Mixed Reality", IDEAS Campus, Los Angeles, CA. March 11.

2015

- **LACMA Art + Technology Lab Conversation Series**, “Rebecca Allen and Scott Fisher: Virtual Environments, Virtual Reality and Associated Realities”, LA County Museum of Art, Los Angeles, CA. January 22. <http://www.lacma.org/lab-documents?page=0%2C1&type=220%2C222%2C225>

2014

- **Dreamline: International Design Olympiad**, “The Future of Design”, Ankara, Turkey. May 26.
- **“Computer Love: Digital Art in West Hollywood”**, A panel discussion on the history of computer art in Southern California and its relationship to digital media and large-scale projection art today. Presented by ONE Archives, EZTV, LA ACM SIGGRAPH, and The City of West Hollywood. April 15, 2014.

2013

- **B3 Biennale of the Moving Image**, “Emerging Forms of Narrative”, Frankfurter Kunstverein Frankfurt, Germany November 2, 2013.

2012

- **Academy of Motion Picture Arts and Sciences**, “The Development of the Digital Animator” (Panel of computer animation luminaries including John Lassiter/Pixar) Beverly Hills, CA May 21, 2012.
<http://www.oscars.org/events-exhibitions/events/2012/05/animator.html>
- **University of California Santa Barbara**, “Life in a Liminal World” Media Arts & Technology, Santa Barbara, CA May 8, 2012.

2011

- **TTI Vanguard** (Advanced Technology Conference for Senior Executives). “Design for Mobile Media” Los Angeles CA Feb 23-24, 2011 www.ttivanguard.com
- **Microsoft Research** Talk, “Design for the Mobile Experience”, Redmond, WA October 4, 2011.
- **Digifest** - “Meet the Media Guru- Rebecca Allen” Toronto, Canada October 28, 2011.

2010

- **Siggraph - 20XX.EDU: Grand Challenges in Education**, Los Angeles CA, July 28, 2010.
- **LATV Fest** “Augmented Reality”, National Association of Television Program Executives, Hollywood CA, July 13, 2010.
- **NAB**, Mobile Augmented Reality panel, Las Vegas, NV, April 12, 2010.
- **MIT Media Lab**, Story 3.0: The Innovation, Culture, and Business of Next-Generation Storytelling, Cambridge MA, March 23-24, 2010.
- **SXSW (South by Southwest), Future15** panel –Imminent Fusion of Intelligent Mobile Devices & Entertainment Content Austin TX, March 15, 2010.

2009

- **Produced By Conference** “Media in Motion”, Producers Guild of America, Los Angeles, CA. June 2009.

2008

- Opening of **EMPAC - Experimental Media and Performing Arts Center**, “Transcending Boundaries in Sciences, Arts and Media Research” (panel) Rensselaer Polytechnic Institute, Troy, NY. October 10, 2008. <https://empac.rpi.edu/2008/research-symposium-transcending-boundaries-sciences-arts-and-media-research>
- **IEEE Forum (OLPC Project with Rebecca Allen and Alan Kay), UCLA, Los Angeles, CA April 2008.**

2007

- **Creative Saraos**, Barcelona, Spain. July 2007.
- **ART TECH Congress**, Ministerio de Cultura, Madrid, Spain. May 2007.
- **Electronic Techtonics**, “Global Interfaces, Intimate Interfaces and the interface between Art and Technology” HASTAC Conference, Keynote Speaker. Duke University, Durham, NC. April 2007.
- **Women in Animation Symposium** (Homage to exceptional woman animators), Columbus College of Art and Design, Columbus, OH. April 2007.
- **CCA Lecture Series, “Work by Rebecca Allen”**, California College of the Arts, San Francisco, CA. April 2007.
- **Work by Rebecca Allen**, Ecole Polytechnique Fédérale de Lausanne, Lausanne, Switzerland. March 2007.

2006

- **CineGrid International Workshop**, UC San Diego, San Diego, CA December 14-15 2006.
- **USC Interactive Media**, “The Work of Rebecca Allen” University of Southern California, Los Angeles, CA. October 2006.
- **Vectors Conference**, “The \$100 Laptop Project”, USC Annenberg Center June 2006.
- **Art Center College of Design Lecture Series**, “The Work of Rebecca Allen”, Pasadena April 2006.

2005

- **The Women’s Forum for Economy and Society**, Deauville International Centre. Deauville, France. October 2005.
- **Living Objects/Sensitive Spaces**. Art Futura, Mercat de Les Flors, Barcelona, Spain. October 2005.
- **Complexity Symposium** - Art, Complexity and Technology: Their Interaction in Emergence, Villa Gualino, Torino, Italy. May 2005.
- **Dreamline**: 1st International Industrial Design Competition, Ankara, Turkey, May 2005.
- **MECAD Symposium**, Media Center d’Art i Disseny, Barcelona, Spain.
- **Arco 3rd International Contemporary Arts Experts Forum**, “Mixed Reality / Simultaneous Realities”, Juan Carlos 1 Exhibition Centre, Madrid, Spain, February 2005.
- **EU/FET Presence II** (European Union/Future Emerging Technologies). Keynote Speaker. Brussels, Belgium, January 2005.

2004

- **II Congreso Galego Audiovisual**, Keynote Speaker, Palacio de Congresos y Exposiciones, Santiago de Compostela, Spain. December 16-18 2004.
- **MGM Digital Communication**, Keynote Speaker. “A Brief History of Computer Animation by Rebecca Allen” Archivio MGM, Milan, Italy. November 19, 2004.
- **ECAL (University of Art and Design) “The Work of Rebecca Allen”** Lausanne, Switzerland. November 2004
- **Art Futura**, “Liminal Identities and MIT Media Lab Europe”, Mercat de Les Flors, Barcelona, Spain. October 2004.
- **Interacco Conference**, Keynote Speaker. “Moving Towards Simultaneous Realities”, University of Lisbon. Lisbon, Portugal July 2004.
- **Changing Reality Symposium**, Keynote Speaker. Symposium organizer. “Living in a Liminal World”. MIT Media Lab Europe, Dublin, Ireland. June 2004.
- **European Commission - Future and Emerging Technologies**. Consultation Workshop: Communication Paradigms for 2020. “The return of the Physical World: Reemergence of the Body in the Physical Environment”. Brussels, Belgium. March 2004

2003

- **DATA EVENT 13.0**, Dublin Art and Technology Association Dublin, Ireland. July 2003
- **1st International Conference for Digital Technologies and Performance Arts**
Keynote Speaker, Doncaster College, Doncaster, UK. June 2003. www.don.ac.uk/ipa/conference
- **TTI Vanguard** (Advanced Technology Conference for Senior Executives). "The Design of Behavior" San Jose, CA. February 2003. www.ttivanguard.com

2002

- **Tanzhaus nrw**, Artist's Talk Tanzhaus, Dusseldorf, Germany. September 2002.
- **Intel Arts and Entertainment Summit** Intel Corp. Portland, OR. June 2002.
- **Neural Network: Mind/Computer/Art**, 4th Annual Digital Arts Symposium, College of Fine Arts and Center for Consciousness Studies, University of Arizona, Tucson, AZ. April 2002.
www.arts.arizona.edu/digitalarts/symposium/

2001

- **Intel Art and Entertainment Research Council**. UCLA Los Angeles, CA. November 2001.
- **ACM Symposium on Virtual Reality Software and Technology**, The Banff Centre for the Arts. Banff, Canada November 2001.
- **Networks to Nanosystems 9/11-N2N**, UCDARNet Conference. UCSC Santa Cruz, CA. November 2001.
- **New Directions in Professional Development for Design Educators and Practitioners Roundtable**: National Science Foundation Project on Design and Innovation, Cal State Polytechnic University Pomona, CA. November 2001.
- **CAST01 // Living in Mixed Realities**. "Coexistence" Bonn, Germany. September 2001.
- **UCLA Computer Science Seminar Series**,
"The Emergence Project: Behavior as Art," Los Angeles. April 2001.
- **IEEE Virtual Reality**, (IEEE – Institute of Electrical and Electronic Engineers)
"Relating Real and Virtual Space in Art," Yokohama, Japan. March 2001.
- **Tokyo Metropolitan Museum of Photography**,
"The Work of Rebecca Allen" Tokyo, Japan. March 2001.

2000

- **Art Futura** Seville, Spain. November 2000.
- **Year of the Artist**, Bristol, England. November 2000.
- **Attraction/Distracton: Perceptual Conditions of Digital Art Symposium**
Stanford University. Palo Alto, CA November 2000.
- **MIT Media Laboratory Alumni Event**, Arts Panel, Cambridge, MA. October 2000.
- **DIGIVATIONS: Global Digital Technology and Media Conference**
University of California Digital Media Innovation, Santa Barbara, CA. September 2000.
- **Banff New Media Institute Summit**
"Growing Things: The Cultures of Nano Tech / Bio Tech / Eco Tech Meet Art"
The Banff Centre for the Arts. Banff, Canada. June 2000.
- **MIT Media Laboratory Colloquium**, Featured Speaker: "Behavior as Art",
Cambridge, MA. April 2000.
- **MIT Media Laboratory – Future Arts Symposium**
Featured Speaker: "Art as Research". Cambridge. March 2000.

1999

- **International Design Conference in Aspen (IDCA), Design: Digital**, Aspen, CO. June 1999.
- **IDSA Industrial Designers Society of America National Conference**. Featured Speaker, Chicago, IL. July 1999.

- **Siggraph Conference**, Design Education Panel, Los Angeles, CA. August 1999.
- **Media Time**, Centro Trevi, Bolzano, Italy. September.
- **Center Stage Lecture Series: Rebecca Allen on Laurie Anderson**, UCLA Royce Hall, Los Angeles, CA. October 1999.
- **MIT Center for Advanced Visual Studies**. Featured Speaker. Cambridge, MA. December 1999.

1998

- **Brookings Institution -Center for Public Policy Education**, Los Angeles, CA. February 1998.
- **Transarchitectures: Visions of Digital Communities**, Getty Art Center, "Emergence and The Bush Soul," Los Angeles, CA June 1998.
- **Art and Aesthetics of Artificial Life**, UCLA Center for Digital Arts, Artist lecture, "Emergence and The Bush Soul," Los Angeles, CA. July 1998.
- **Siggraph Conference**, *The History of the Future: Special Panel for Siggraph 25th Anniversary*. Speakers included leading pioneers in computer graphics: Alan Kay, Turner Whitted, Don Greenberg, Rebecca Allen, Orlando, FL. July 1998.
- **Siggraph Art Exhibit**, Artist Lecture, "The Bush Soul", Orlando, FL. July 1998.
- **Siggraph Conference**, *Panel: The NYIT Years*, Orlando, FL. July 1998.
- **Banff Centre for the Arts - Avatar Conference**, Banff, Canada. July 1998.
- **Sydney Design Week**, Presented six lectures. Powerhouse Museum and University of New South Wales, Sydney, Australia. August 1998.
- **Williams Corporation Executive Meeting**, Presentation of research, Denville, NJ. September 1998.
- **Doors of Perception 5: Play**, Netherlands Design Institute, Amsterdam, NL. November 1998.

1997

- **Board of Directors / National Research Council**, Invited co-speaker with David Liddle, President of Interval Research, Irvine, CA. January 1997.
- **Complexity Forum**, Intel Corporation, Portland, OR. May 1997.
- **Consciousness Reframed**, "The Bush Soul: Traveling Consciousness in an Unreal World," Centre for Advanced Inquiry in the Interactive Arts, University of Wales College, Newport, Wales, July 1997.
- **Art Futura**, "El Futuro del Futuro - The Future of the Future," Circulo de Bellas Artes de Madrid. Madrid, Spain. October 1997.
- **Work of Rebecca Allen**, UC Santa Barbara, CA. November 1997.
- **Seybold Conference / Japan Graphic Designers Association (JAGDA) – Digital Media Forum**, "Digital Design Education Around the World". Tokyo, Japan. December 1997.
- **Presentation of work by Rebecca Allen and UCLA Department of Design**, December 1997:
 - **Tama Art University**, Tokyo, Japan
 - **Keio University**, Tokyo, Japan.
 - **Toppan Printing Company, Ltd**, Tokyo, Japan.

1996

- **Digital Dialect – The Work of Rebecca Allen**, Art Center College of Design, Pasadena, CA. March.
- **Modeling and Simulation, Linking Entertainment and Defense**, sponsored by Department of Defense (DOD), UC Irvine, CA. October 1996.
- **ICA, Intercampus Arts**, Los Angeles, CA. October 1996.
- **3D Forum**, Intel Corporation, Portland, OR, December 1996.
- **International Society of Performing Arts (ISPA)**, "Valhalla of the Future", New York, NY. December 1996.

1995

- **IMAGINA**, Monte Carlo, Monaco. February 1995.
- **Digitale: The Digital Auteurs**, Kunsthochschule fur Medien, Cologne, Germany. October 1995.
- **New Media / New Challenges**, UCLA Anderson School & Software Council of S. California. Los Angeles, CA. November 1995.

1994

- **Interactive Seminar Series -Women in Film**, W. Hollywood, May 1994.

1993

- **Dance and Technology**, "Computers Who Dance", a retrospective. School for the Contemporary Arts, Simon Fraser University, Vancouver, Canada. July 1993.

1992

- **Art Futura**, Artist Talk, Santa Monica Museum, Barcelona, Spain. April 1992.
- **Muu Media Festival**, Museum of Contemporary Art, Two lectures: "Rebecca Allen: a Retrospective" and "Virtual Reality", Helsinki, Finland. April 1992.
- **University of Applied Arts**, Helsinki, Finland. April 1992.
- **Nits d'Imatge**, Institute of Modern Art Valencia, "The Synthetic Representation of the Human Body," Valencia, Spain. July 1992.
- **Women and Technology**, Beverly Hills, December 1992.

1991

- **Art Futura**, "Cybermedia," Santa Monica Museum, Barcelona, Spain. January 1991.
- **Art and Artificial Intelligence**, Institute for Medical Cybernetics and Artificial Intelligence University of Vienna, "The Human Body in the Computer World", Vienna, Austria. March 1991.
- **World Expo Design Symposium**, Reina Sophia Museum. Madrid, Spain. April 1991.
- **UCLA ON THE AIR**, KMPC Radio, Interview, "Computing the Performing Arts", April 1991.
- **The Future of Computer Animation**, Madrid, Spain. June 1991.
- **Ars Electronica**, Moderator: Computer Artists Panel, Linz, Austria. September 1991.
- **MIMAD Symposium**, "The History of the Human Body in Computer Animation", Madrid, Spain. December 1991.

1990

- **Art Futura**, Artist Talk. Barcelona, Spain. January 1990.
- **AIM CD-I Producers Group**, "Art Direction for CD-I", Los Angeles, CA. February 1990.
- **National Computer Graphics Association (NCGA)**, Anaheim, CA. March 1990.
- **UCLA School of Management**, "Interactive Multimedia Design". Los Angeles, CA. April.
- **UCLA Department of Dance**, "Computers and Dance", Los Angeles, CA. May 1990.
- **School of Applied Arts**, Vienna, Austria, June 1990.
- **Conversations in Video**, EZTV, Panel Moderator. Los Angeles CA. August 1990.
- **Arttransition -International Conference on Art, Science and Technology**, "Feminine Perspectives on Art and Technology" and "Electronic Media" MIT, Cambridge, MA October.

1989

- **Pacific Northwest Computer Graphics Conference**, "Hypermedia", Portland, OR. February.
- **William Paterson College**, Featured Speaker. "New Media Forms", Wayne, NJ. April 1989.
- **The Filmfoundation Image and Sound Festival**, "Inventing the Future", The Hague, Holland. April 1989.
- **Hi Vision Conference**, UCLA, Los Angeles, CA. May 1989.

1988

- **Imagina**, Monte Carlo, Monaco. February 1988.
- **ANFIA**, "Visual Arts and New Representations", Monte Carlo, Monaco. February 1988.
- **Institute of North American Studies**, "Pixel-Art", Barcelona, Spain. June 1988.
- **Venice Film Festival**, Venice, Italy. August 1988.

1987

- **Spokane Falls College**, Guest Artist, Spokane, WA. March 1987.
- **Indianapolis Museum of Art**, "The Visual Image as Cultural Literacy", Indianapolis, IN. April 1987.
- **Imaginaire Numerique Conference**, Speaker and Session Chair. Allen's work was chosen for the cover of conference proceedings and conference publicity posters. Saint-Etienne, France. May 1987.
- **UCLA**, "UCLA Career Days", Los Angeles, CA. July 1987.
- **School of Visual Arts**, Featured Speaker, New York, NY. September 1987.
- **Perspectives '87: Original Vision Symposium**, Irvine, CA. November 1987.

1986

- **IMAGINA '86**, Monte Carlo, Monaco. February 1986.
- **College Art Association of America (CAA)**, New York, NY. February 1986.
- **Imaginaire Numerique Conference**, Saint-Etienne, France. April 1986.
- **"Back to the Future" Symposium**, University of Missouri, Columbia, MO. October 1986.

1985

- **American Film Institute**, Featured Speaker for "Screening Room West", Los Angeles, CA. January 1985.
- **California Institute of the Arts**, Featured Speaker, Valencia, CA. January 1985.
- **New Music Seminar**, New York, NY. September 1985.
- **ONLINE Computer Graphics '85**, Speaker and Session Chair, London, England. October.

1984

- **Society for Photo-Optical Instrumentation Engineers (SPIE) Conference**, "Optics and Entertainment", Los Angeles, CA. January 1984.
- **Ontario Science Centre**, Featured Speaker for "The Artist as a Young Machine", Toronto, Canada. June 1984.
- **ONLINE Computer FX '84**, Speaker and Session Chair, London, England. October 1984.

1983

- **American Film Institute (AFI)**, Los Angeles, CA. January 1983.
- **Atari, Inc.**, Sunnyvale, CA. March 1983.
- **Sheldon Art Gallery, University of Nebraska**, "The Computer and It's Influence on Art and Design" Symposium, Lincoln, NE. April 1983.
- **Atari Cambridge Computer Animation Workshop**, Cambridge, MA. April 1983.
- **CBS**, National Board Meeting, Featured Speaker. Los Angeles, CA. May 1983.
- **New York Institute of Technology**, New York, NY. June 1983.
- **VIDCOM '83**, "Digital Images". Cannes, France. October 1983.
- **ONLINE Computer Graphics '83**, London, England. October 1983.
- **Billboard Video Music Conference**, Pasadena, CA. November 1983.

1982

- **University of California**, Featured Speaker. Santa Cruz, CA. April 1982.
- **VIDCOM '82**, Cannes, France. October 1982.

1981

- **The Engineering Society of Detroit**, "Computer Graphics for the '80's," Detroit, MI. April 1981.
 - **New York University**, Featured Speaker. New York, NY. May 1981.
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SERVICE as JUROR and CURATOR

2018

- Grant Review Panel - 2018 Creative Work Fund (www.creativeworkfund.org) San Francisco, CA

1999 - 2016

- Jury member - Webby Awards San Francisco, California

2014

- Jury member – Dreamline: International Industrial Design Competition Ankara, Turkey

2009

- Jury member - The Digital 25: Visionaries, Innovators and Producers of 2009, Producers Guild of America, Los Angeles, California

2008

- Grand Prize Judge – HopeLab Ruckus Nation Competition – new product designs to fight teenage obesity San Francisco, California
- Jury member – Dreamline: International Industrial Design Competition Ankara, Turkey

2007

- Head of Jury – Dreamline: International Industrial Design Competition Ankara, Turkey

2005

- Visiting Curator – Living Objects / Sensitive Spaces Exhibition, Art Futura Barcelona, Spain
- Jury member – Dreamline: International Industrial Design Competition Ankara, Turkey
- Jury member - 2005 Webby Awards San Francisco, California

2004

- Jury member - Viper Basel International Festival for Film Video and new Media Basel, Switzerland.
- Jury member - 2004 Webby Awards San Francisco, California

2003

- Jury member - 2003 Webby Awards San Francisco, California

2002

- Jury member - 2002 Webby Awards San Francisco, California

2001

- Jury member - CHARAMIX.com -Cultural Affairs Media Arts Festival Exhibition The Garden Hall and Tokyo Metropolitan Museum of Photography Tokyo, Japan
- Jury member - 2001 Webby Awards San Francisco, California

2000

- Jury member - 2000 Webby Awards - Category: Broadband San Francisco, California
 - Lead Jury member - Deutsche Bank International Identity Art Competition
- Organized student competition and served as lead jury member. Department of Design | Media Arts was selected to represent the US in this international competition. Frankfurt, Germany

1999

- Jury member - SIGGRAPH 99 Panels Program Los Angeles, California
- Jury member - 1999 Webby Awards - Category: Arts San Francisco, California
- Lead Jury member - Absolut Angel Art and Technology Competition New York, New York

1998

- Jury member - SIGGRAPH 98 Art, Design & Multimedia Sketches Orlando, Florida

1992

- Jury member - Prix Ars Electronica 92 - Computer Graphics and Animation Linz, Austria

1991

- Jury member - Prix Ars Electronica 91 - Computer Graphics and Animation Linz, Austria
- Presenter of Awards. Prix Ars Electronica 91 Linz, Austria

1990

- Jury Member - Paris Cite Computer Graphics Exhibition Paris, France
- Curator - *Conversations in Video* - EZTV Gallery. Los Angeles, CA

Academic Appointments

| | | |
|---------------------|--|-----------------|
| 2019-present | University of California Los Angeles Department of Design Media Arts <i>Research Professor</i> | Los Angeles, CA |
| 1995-2019 | <i>Full Professor</i> | |
| 2014-2016 | <i>Chair, UCLA Department of Design Media Arts</i> | |
| 1996-1999 | <i>Founding Chair, UCLA Department of Design Media Arts</i> | |
| 1996-1997 | UCLA Center for the Digital Arts (CDA) School of Arts and Architecture <i>Founding Co-Director</i> | |
| 1986-1993 | UCLA Department of Design <i>Lecturer / Visiting Associate Professor</i> | |
| 2000 | Massachusetts Institute of Technology <i>Visiting Artist / Professor</i> | Cambridge, MA |
| 1990-1991 | Hochschule fur Angewandte Kunst (School of Applied Arts) <i>Director of Visual Media Department / Guest Professor (Substituting for Peter Weibel)</i> | Vienna, Austria |

RESEARCH ACTIVITY HIGHLIGHTS

- 2016-2019** Working with the UCLA Brain Mapping Center, UCLA Neuroscience Research and UCSF Neuroscape Lab to create new Virtual Reality art installations and to create a new method for understanding neuro anatomy using virtual reality.
- 2012** Research and Design Consultant for Arianna Huffington and Huffington Post. Projects involved wearable technology for health and well-being.
- 2008-2012** **Nokia Research Center Hollywood** Santa Monica, CA
Founding Director (On partial leave from UCLA) Cambridge, MA
Founding director of a Nokia research laboratory in Los Angeles and director of the sister lab in Cambridge MA. The laboratories explored research areas related to new forms of mobile media experiences and user interface design from a multidisciplinary perspective involving teams of scientists, designers and engineers.
- 2005-2007** **One Laptop Per Child (OLPC) XO Laptop**
Design Manager/Creative Advisor/Co-Inventor for the design of the award-winning OLPC XO Laptop.
- 2003-2005** **MIT Media Lab Europe** Dublin, Ireland
Senior Research Scientist (On-leave from UCLA)
Director, Liminal Devices Research Group
Founded and directed a research group that built prototypes of new forms of augmented reality, wearable displays, biosensors and multisensory interfaces. This work resulted in the formation of an area of human computer interface design (HCI) called Intimate Interfaces, recognized by SIGCHI, the most prominent HCI organization.
- 2001-2003** Collaboration with Dr. Skip Rizzo from the Integrated Media System Center at University of Southern California and Dr. Jeffrey Gold at the Los Angeles Children's Hospital in a study of Virtual Reality and Pediatric Pain Distraction.
- 1996-2002** In 1996 Allen founded **Emergence**, a six-year research effort that examines aesthetic issues in the design of virtual environments, mixed reality and unique sensory interfaces. As *Principle Investigator* Allen directed a team of UCLA computer science and design students resulting in the following three projects:
- 2001-2002** "Mixed Reality and the Aesthetics of Coexistence"
Merging virtual and physical space, this work explores forms of interaction and communication in mixed reality environments. Two people wear see-through head mounted displays to view virtual and physical objects that appear to be in the same physical space. Interaction occurs through a hand-held device that includes a breath sensor and haptic feedback. Artificial life forms respond to breath input while your partner feels your breath through tactile feedback. This work also experimented with 360-degree panoramic digital recording and

seamless playback techniques and the Audio Spotlight, a MIT Media Lab invention that allows for a narrow beam of sound to be projected up to 30 meters.

- 2000-2001** “E-motion and Emergent Behavior”
Continuation of the Emergence Project including research in affective computing and AI techniques for “learning” and “evolving” behaviors.
- 1996-2000** “Emergence Project: Aesthetic Issues in the Design of Virtual Environments”
Research and development of a unique PC-based, real-time 3D software system and a behavior scripting language designed for the creation of active, responsive and immersive virtual environments, alive with artificial life forms. In addition, a unique interface system utilizes voice input and a haptic joystick for tactile feedback.
- 1980-1986** **Computer Graphics Laboratory**

Old Westbury, NY

New York Institute of Technology
Research Scientist/ Artist/ Director
- Designer and Director of award winning experimental and commercial computer animation projects that pushed both creative and technical boundaries.
 - Areas of Research: 3D computer animation; human motion simulation; facial animation, non-verbal communication; new forms of dynamic digital art.
 - Member of the team that designed and developed the first software systems for 3D computer modeling and animation, including techniques for procedural animation.
- 1980** **Computer Corporation of America**

Cambridge, MA
Consultant for Program Visualization, a DARPA funded project for the development of animated graphic display systems to assist in comprehension of complex software.
- 1978-1980** **Architecture Machine Group/ MIT**

Cambridge, MA
Research Assistant
Projects included:
- *Books without Pages*, an early prototype for the design of electronic multimedia books.
 - *The Aspen Movie Map*, a surrogate travel system allowing a user to interactively explore the town through a touch sensitive monitor. This project is recognized as a seminal work in interactive media design.
 - *Personalized Movies*, a multimedia teaching tool incorporating text, audio, photos and films with a computer system that guides users based on level of expertise.
 - *Thesis: “Computer Rotoscoping with the Aid of Color Recognition”*. Created a working prototype software system that exploits color data to track and modify digitized video. Designed to be a digital tool for the creation of new forms of animation.

SELECTED RESEARCH and DESIGN PROJECTS

- 2011** • **Musical Zoo** • An interactive game where musical, virtual creatures can move to various places and objects in a space. (Nokia Research Hollywood)
- 2011** • **Mediated Experience** • A novel system and application that uses the real-time social behaviors of users to both control and drive the content of a new type of game. (Nokia Research Hollywood)
- 2011** • **Interaction Ecologies** • A series of hardware and software prototypes of wearable accessories (rings, bracelets, necklaces, eyeglass displays) that demonstrate innovative user interfaces for mobile devices. (Nokia Research Hollywood)
- 2011** • **Indirect Augmented Reality** • A new method that enables perfect alignment of virtual content by replacing the live camera view used in video see-through AR with a previously captured panoramic image. (Nokia Research Hollywood)
- 2010** • **Westwood Experience** • A location-based mobile/augmented reality experience exploring the future of narrative and storytelling. (Nokia Research Hollywood)
- 2010** • **Tracking Hollywood Stars** • Research experiment using computer vision to track star icons on the Hollywood Walk of Fame for use in an augmented reality experience.
- 2006-2007** • **OLPC Graphic Identity** • *Designer and Director* of animated graphic segments for non-profit company One Laptop per Child (OLPC) and the XO laptop.
- 2005-2006** • **One Laptop Per Child (OLPC) XO Laptop** • *Design Manager/Creative Advisor/Co-Inventor* for award-winning XO Laptop Industrial Design.
- 1995** • **Freak Boy** • *Creative Director / Executive Producer* for an original Nintendo64 3D video game. Produced at: Virgin Interactive Entertainment.
- 1994** • **Demolition Man** • *Creative Director / Executive Producer*. Based on the feature film, this 3DO game weaves movie segments with interactive game play. Produced at: Virgin Interactive Entertainment.
- 1993** • **STEAM** • *Creative Director* for segments of **Peter Gabriel's** music video. Produced at: Homer & Associates.
- 1992** • **Lost City of Arabia - PBS NOVA Special** • *Designer / Director* of computer animation sequences simulating the ancient lost city of "UBAR". Produced at: Homer & Associates.
• **Host of Spain** • *Art Director* for a computer generated character that served as the digital host at the **Spanish Pavilion World Expo '92**.

- 1990 • **PIMA** (Philips Interactive Media of America) • *Art Director* for a series of CD-I (Compact Disc Interactive) games.
- **PUMP IT UP** • *Designer / Director* of title sequence for **FOX TV**'s rap music program.

- 1989 • **Vivarium Project/Apple Computer, Inc.** • *Consultant*.
- **PIMA** (Philips Interactive Media of America) • *Art Director* for a series of interactive music/visual CD-I discs.

- 1988 • **Mattel Corp. /SOCS /CVD** • *Art Director* for a prototype interactive music/visual CVD disc for Mattel's research and development.
- **Island Pictures** • *Designer / Director* for Island's theatrical film opening.
- 1987 • **Activision Inc.** • *Art Director* for the computer game, "**Neuromancer**".

All work between 1980-1986 produced at: Computer Graphics Lab / NYIT.

- 1985 • **NBC American Almanac** • *Designer / Director* of title sequence for NBC's weekly news program.
- **Theme of Secrets** • *Designer / Director* of segments for music videos by Peter Baumann and Eddie Jobson with Private Music.

- 1984 • **3DV** • *Design / Animation* of human character animation for a computer generated television pilot.

- 1982 • **PBS NOVA Title Sequence** • Computer Animator for title sequence.

- 1981 • **CBS Walter Cronkite's Universe** • *Designer / Director / Animation* of this Emmy Award winning title sequence for Cronkite's weekly science series.

- 1980-1983 • **The Works** • *Design / Animation* of computer animation segments for this pioneering effort to produce a computer generated feature film at the Computer Graphics Lab / NYIT.

- 1976 • **New Shorts** Providence, RI
Designer / Animator of segments for PBS/ Educational Development Center, and for **Rapid Eye Movements**, an award winning experimental animated film, funded by a grant from AFI (American Film Institute).

EDUCATION

- 1980 **Massachusetts Institute of Technology** Cambridge, MA
Architecture Machine Group (predecessor to **MIT Media Lab**)
Master of Science.

- 1975 **Rhode Island School of Design** Providence, RI
Bachelor of Fine Arts.