

SELECT PERMANENT COLLECTIONS

- Museum of Modern Art (MoMA) New York, US.
 - Whitney Museum of American Art, New York, US.
 - Los Angeles County Museum of Art (LACMA) Los Angeles, US.
 - Centre Georges Pompidou Paris, FR.
 - 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.
-

ART EXHIBITIONS and PERFORMANCES

2024

- **Electric Dreams** Curator: Valentina Ravaglia, Tate Modern, London, UK. November 28, 2024 - June 1, 2025.
- **Radical Software: Women, Art & Computing 1960–1991** Curator: Michelle Cotton, MUDAM Museum, Luxembourg. September 20, 2024 - February 2, 2025.
- **Digital Witness** Curator: Britt Salvesen, Los Angeles County Museum of Art (LACMA) Los Angeles, CA. September 14 + November 24, 2024 - July 13, 2025.
- **Digital Capture: Southern California and the Pixel-Based Image World** Co-Curators: Nikolay Maslov and April Baca, California Museum of Photography and Culver Center of the Arts, Riverside, CA. September 21, 2024 - February 2, 2025.
- **Rebecca Allen** (solo exhibition) Curator: Wolf Lieser, DAM Projects, Berlin, DE. September 14 - November 2024.
- **GLOW: Illuminating Innovation** Curator: Sarah Atkinson, Bush House Gallery and Curiosity, Cabinet, King's College London, UK. March 8 - April 20, 2024.
- **Body Constructs** (Girl Lifts Skirt) Curator: Evangelos Kotsioris, Museum of Modern Art (MoMA), NY, NY. January 5, 2024 - December 31, 2025.

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.
- **ARTRANSITION** 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.

- Antonucci, Luca (Editor), *Mondo Vision: A Pictorial Survey of Mondo 2000*. San Francisco: Colpa Press, 2024.
- 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.

2024

- **University of Nottingham** March 8 - April 20. "Celebrating International Women's Day with groundbreaking digital art showcasing women in technology" by Liz Goodwin.

<https://www.nottingham.ac.uk/news/digital-art-showcasing-women-in-technology>

2023

- **ARTFORUM** Vol. 61, No. 10, 2023. "Binary Plastic Language" by Tina Rivers Ryan. <https://www.artforum.com/columns/tina-rivers-ryan-on-coded-art-enters-the-computer-age-252731/>
- **Right Click Save** April 28, 2023. "Rebecca Allen and the Birth of Virtual Reality" by Valentino Catricalà. <https://www.rightclicksave.com/article/rebecca-allen-and-the-birth-of-virtual-reality-interview>

2022

- **Archipelago** Issue 2, 2022. "On Technology, Motion and the Body" Interview with Rebecca Allen by Caterina Avataneo. C.P. Company.
- **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-e-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

- **Ocula Magazine** (UK) November 5, 2021. "Artissima 2021: Artist Highlights" by Stephanie Bailey. <https://ocula.com/magazine/insights/artissima-artist-highlights>
- **kanondotart.medium.com** April 21, 2021. "Artist's Magic Mirrors" by Kanon Curators. <https://kanondotart.medium.com/artists-magic-mirrors-c24d7806a92b>
- **kanondotart.medium.com** April 21, 2021. "Rebecca Allen Interview" by Kanon Curators. <https://kanondotart.medium.com/rebecca-allen-swimmer-in-the-abys-1981-ea7923bbdd69>
- **artribune.com** (IT) March 19, 2021. "Digitalizzare il corpo. La mostra virtuale 3D di MEET Milano" by Matteo Lupetti.
- **La Repubblica** (IT) March 1, 2021. "Incontri ravvicinati tra avatar: le stanze immersive del Meet" by Nicola Baroni.
- **Sedition** (UK) February 23, 2021. "Synthetic Corpo-Reality" by Sedition.

<https://www.seditionart.com/magazine/synthetic-corpo-reality>

- **[Public Art]** (KR) January 2021. "Impact of Technology on Art: Special Feature".

https://www.artinpost.co.kr/product/detail.html?product_no=509&cate_no=0&display_group=

2020

- **Serpentine Galleries: Art & Ideas** (UK) September 2020. "Rebecca Allen on Kraftwerk, Video Games and Artificial Life" by Kay Watson. <https://www.serpentinegalleries.org/art-and-ideas/rebecca-allen/>
- **FAD Magazine** (UK) September 3, 2020. "Enter Through the Headset 5" by Mark Westall.
- **MINT Magazin** (DE) July, 2020. "Spargel mit Iggy".
- **The Art Newspaper** (UK/US) May 8, 2020. "Florian Schneider, co-founder of pioneering electronic band Kraftwerk, has died, aged 73" by Anna Sansom. <https://www.theartnewspaper.com/news/florian-schneider-co-founder-of-pioneering-electronic-band-kraftwerk-has-died-aged-72>
- **Metropolitan Magazine** (IT) May 8, 2020. "Florian Schneider, il profeta delle distorsioni elettroniche" by Francesca Staropoli. <https://metropolitanmagazine.it/florian-schneider-morte/>
- **PCMag** (US) May 5, 2020. "The History of Computer Animated Music Videos" by K. Thor Jensen. <https://www.pcmag.com/news/the-history-of-computer-animated-music-videos>
- **The Double Negative** (UK) January 6, 2020. "A Waking Dream – Rebecca Allen's *The Observer*" by Mike Pinnington. <http://www.thedoublenegative.co.uk/2020/01/a-waking-dream-rebecca-allen-the-observer/>
- **Art Monthly** (UK) no. 432, December 2019-January 2020. "You Feel Me_" by Laura Robertson.

2019

- **Art Monthly** (UK) no. 432, December 2019-January 2020. "You Feel Me_" by Laura Robertson.
- **The Quietus** (UK) 16 November, 2019. "Neon Lights: The Digital Art of Rebecca Allen" by Amah-Rose Abrams. <https://thequietus.com/articles/27447-rebecca-allen-interview>
- **Artlyst** (UK) November 4, 2019. "You Feel Me: A Place Without Division – FACT Liverpool" by Alice Lenkiewicz. <https://www.artlyst.com/reviews/feel-place-without-division-fact-liverpool-alice-lenkiewicz/>
- **Messy Lines** (UK) November 2, 2019. "Led By Emotion" <http://messylines.com/home/led-by-emotion/>
- **New York Times** (US) April 4, 2019. "Nam June Paik at the Whitney: A work of Dizzying Complexity" by Roberta Smith. <https://www.nytimes.com/2019/04/04/arts/design/whitney-museum-nam-june-paik.html>

2018

- **a-n The Artist Information Company** (UK) November 12, 2018. "Now Showing #270: The Week's Top Exhibitions" <https://www.a-n.co.uk/news/now-showing-270-weeks-top-exhibitions/>
- **Nesta** (UK) October 5 and October 9, 2018. (interview) "An interview with Artist and UCLA Professor, Rebecca Allen" by Lily Fish. <https://www.nesta.org.uk/blog/interview-with-rebecca-allen/>

2017

- **New Statesman** (UK) September 8, 2017. (interview) "Meet the artists using virtual reality as their canvas" by Sanjana Varghese. <https://www.newstatesman.com/2017/09/meet-artists-using-virtual-reality-their-canvas>
- **Animation Career Review** (US) February 23, 2017 (interview) "Both Sides of the Brain: Q&A with Rebecca Allen, UCLA's Design Media Arts Department" by Bonnie Boglioli. <https://www.animationcareerreview.com/articles/both-sides-brain-qa-rebecca-allen-ucla-s-design-media-arts-department>

- **Mayfair Magazine** (UK) (review/reproduction) January 2017. "Art News: Heroes of our time" by Camilla Aparcar.

2015

- LA Weekly Art Picks (US) January 14, 2015. <http://www.laweekly.com/arts/art-picks-beautiful-garbage-cans-and-the-longest-album-ever-5326991>

2013

- **Lateral 2** (US) Issue 2, Spring 2013. "'Up for Grabs': Agency, Praxis, and the Politics of Early Digital Art" by Grant David Taylor.
<http://lateral.culturalstudiesassociation.org/issue2/theory/taylor/index.html>

2012

- **WIRED** (US/Asia) April 20, 2012 "Meet Kraftwerk's Original 3-D Animator, Rebecca Allen" by Geeta Dayal. <http://www.wired.com/underwire/2012/04/kraftwerk-rebecca-allen/>
- **The Verge** (US) April 23, 2012. <http://www.theverge.com/2012/4/23/2968286/kraftwerk-3d-animator-rebecca-allen-interview>
- **24th Annual Society for Animation Studies Conference**, RMIT University June 25, 2012. "Rebecca Allen at the NYIT Computer Graphics Lab: Abstracting Human Movement" by Harvey Deneroff.

2011

- **Contemporary Aesthetics Journal** (US) Vol. 9, 2011. "Virtual Dance and Motion-Capture" by Marc Boucher.
- **Diversity Journal** (US) August 2011 "Women Worth Watching – Rebecca Allen".

2007

- **UCLA Today** (US) Vol. 27 no. 10, February 21, 2007 (article).
- **Los Angeles Times** (US) "Netting a Career in Online Design" by Jeffrey Steele. January 29, 2007 (interview).
- **Akron Beacon Journal** (US), "Women in Animation", April 12, 2007 (article).

2005

- **Interactiva** (Spain) N. 61 September 2005 (interview) "Tormenta de Ideas" by Gemma Vallet.

2004

- **Interactiva** (Spain) N. 53 December 2004 (reproduction/interview) "Realida Aumentada" by Gemma Vallet.
- **La Vanguardia** (Spain) October 29, 2004 (reproductions/article) "Superando los Limites de lo concebible: Rebecca Allen explico los entresijos de las ultimas investigaciones del Media Lab Europe by Eva Rosado Calvo.

2003

- **NIGHT** N. 50 (US) (article) Ed. Anton Perich & Robert Henry Rubin.

2002

- **Informa Danza** N. 37 (Italy) September 2002.
- **NRW-FEUILLETON Nordrhein-Westfalen** (Germany) July 8, 2002 (review) "Hirn und Hülle - Duisburger Akzente: Uraufführung von Rebecca Allens Performance „The Brain Stripped Bare"" by Stefanie Stadel.
- **Neues Tanzszene** (Germany) March/April 2002.
- **University of California - Teaching Learning & Technology Center** (US) March 2002 (article).

“Digital Arts: The Evolution of A Discipline” by Fernando Quintero.

<http://www.uclitc.org/news/2002/03/feature.html>

2001

- **Domenica** (Italy) September 30, 2001 (article) “Ivrea, nuova fucina per i giovani” by Chiara Somajni.

- **La Stampa** (Italy) October 3, 2001 (article) “A scuola di design si costruisce il futuro”.

- **Harvard Project Zero: Humane Creativity Report** (US) 2001 (interview)

“New Media Art: A New Frontier or Continued Tradition?” by Dr. Howard Gardner, Harvard Graduate School of Education.

- **Views - Rhode Island School of Design** (US) Fall 2001 (article/ reproductions)

“ ‘Simulated Soul’ Profile of Rebecca Allen” by Anna Cousins.

- **Videomusica.it** (Italy) March 2001 (article)

“L’Avanguardia Elettronica Dei Kraftwerk” by Andrea Andypop Camerino

<http://www.videomusica.it/articoli/2001/03/12/74976.php>

2000

- **El Mundo**, (Spain) November 28, 2000 (article / review)

“Rebecca Allen: La pionera en arte electrónico presentó en Art Futura 2000 su último trabajo: Emergence” by Javier Candeira

- **El Mundo**, (Spain) November Nov. 27, 2000 (article)

“Neuronas en la mente global” by Jose Luis de Vincente

- **El Mundo**, (Spain) November 27, 2000 (article)

“Recorre con el Diario del Navegante lo mejor de la exposición Art Futura 2000”.

- **MyOC.com** (US) November 27, 2000.

“The Computer Screen of Life” by Jennifer Leuer.

- **ABC**, (Spain) November 25, 2000 (article)

Rebecca Allen: “Prefiero que mis obras esten en la MTV que en un museo” by J. Morillo.

- **El Mundo**, (Spain) November 23, 2000 (article)

“En Sevilla, por amor al arte (digital, por supuesto) *Internet como Cyborg*, tema central de la undécima edición de Art Futura” by Olalla Cernuda.

- **IAAI-2000 - American Association for Artificial Intelligence**

12th Annual Conference on Innovative Applications of Artificial Intelligence (paper)

“The Emergence Engine: A Behavior Based Agent Development Environment for Artists”

by Eitan Mendelowitz. (with Rebecca Allen) Austin, TX. Aug. 2000.

- **OLATS/The Leonardo Observatory for the Arts and Techno-Sciences** (France) Jan. 26, 2000.

“Lorsque les avatars du virtuel se tournent vers l’Afrique - Introduction aux oeuvres de Stasia McGehee et de Rebecca Allen.”

www.olats.org/africa/ancienContemporain/allen_mcgehee.shtml

- **RES** (US) Vol. 4 No.1 2000 p.16 (reproduction/ article) “Soul Searching”.

- **2000/2001 Guide to Public Events**, University of California Irvine (front cover reproduction)

1999

- **Archives & Museum Informatics: MW99** (paper)

“Telling Stories: Procedural Authorship and Extracting Meaning from Museum Databases” by Steve Dietz March 1999. <http://www.archimuse.com/mw99/papers/dietz/dietz.html>

- **Club Nokia - Mediorama 26 - Kaleid-O-Scope 26** August-September 1999.

“Image non-stop - An Interview with Rebecca Allen” by Erkki Huhtamo

<http://www.clubnokia.com>

- **Wired** (US) August 11, 1999 (review) “Pictures at a Virtual Exhibition” by Michael Stroud.

<http://www.wired.com/news/culture/0,1284,21218,00.html>

- **Il Mattino** (Italy) August 25, 1999. (article) “Technologie e Linguaggi Digitali”.

- **Alto Adige** (Italy) August 31, 1999. (article)
"Con il computer il legno diventa multimediale" by Ornella Tommasi.
- **La Nuova** (Italy) August 31, 1999. (article) "Festival Multimediale a Bolzano".
- **Provincia Autonoma** (Italy) August/September 1999. (article)
"Legno e Bytes, un Incontro Possibile" by Martina Chiarani.
- **Il Mattino** (Italy) September 1, 1999. (article)
"E il legno incontro il micro-chip" by Franco Scoglio.
- **Tageszeitung** (Italy) September 1999. (reproduction/ article)
"Internet, Video-Kunst und Holz" by Silke Hinterwaldner.
- **Il Legno** (Italy) September 1999. (article)
"Il mondo del legno e la multimedialita nelle cornice delle Dolomiti" by Andrea Brega.
- **Il Sole** (Italy) September 5, 1999. (article)
"Un colpo al legno e uno al byte" by Chiara Somajni.
- **Die Weltwoche** (Germany) September 9, 1999. (article)
"Alice im Pixelpark" by Barbara Basting.
- **FF Die Sudtiroler Wochenzeitung** (Italy) September 16, 1999. (reproduction/ article)
"Auf Kommando Kunst" by Georg Peinter.
- **MIT Press Journals – Leonardo Electronic Almanac (LEA)** November 2, 1999 Vol. 7, Number 9.
"Pioneers and Pathbreakers: Rebecca Allen" <http://mitpress.mit.edu/e-journals/LEA/>

1998

- **3D World** (Spain) v. 2 no. 15 April 1998. (reproductions/ article)
"Rebecca Allen: El Cuerpo Sintetico" by Juan Carlos Olmos.
- **Los Angeles Times** (US) July 6, 1998. (reproduction/ article/ review)
"The Cutting Edge, It's Alive!"
- **MIT Technology Review** (US) November-December 1998. (reproductions/ article)
"Interactive Art: Lending Your Soul to the Big Screen(s)" by Steve Ditlea.
- **ACM SIGGRAPH**. Images from Allen's work, *The Bush Soul*, were used extensively by ACM SIGGRAPH during 1997-1998 for their publicity and advertising publications.
- **Telepolis** (Germany) December 1998. (article/ review)
"Die Welt der Spiele" by Wolfgang Neuhaus
www.heise.de/tp/deutsch/special/game/6337/1.html
- **AVATARS 98 Education List** <http://www.cruzio.com/~devarco/av98edu.htm>

1997

- **Challenge: Research at UCLA** (US) Spring 1997. (article)
"By Design: Computer networks are on their way to becoming virtual environments. Rebecca Allen is exploring the possibilities and the implications," by Dan Gordon.
- **MIT Press Journals – Leonardo Electronic Almanac (LEA)**, volume 5, no. 6 June 1997,
ed. Craig Harris, PROFILES: Consciousness Reframed: art and consciousness in the post-biological era,
Selected abstracts. <http://mitpress2.mit.edu/e-journals/LEA/TEXT/lea5-6.txt>

- **El Pais** (Spain) October 16, 1997. (article)
"Art Futura Introduce la Realidad Virtual como Elemento de la Vida Cotidiana," by Fietta Jarque.

1994

- **Leonardo - Journal for the Arts and Sciences**, vol. 27, no. 4, (US) 1994. (article)
"Design and Entertainment in the Electronic Age" Roundtable edited by Ruth Iskin.
- **ACM SIGGRAPH 94** Course Notes: Character Motion Systems, (US) 1994. (paper)
"A Brief History of Motion Capture for Computer Character Animation" by David J. Sturman.

1993

- **ARTnews** (US) February 1993. (article)
“Fast Forward: Art Goes High Tech” by Mark Dery.
- **The Long Beach Union** -Cal State Long Beach (US) March 1, 1993. (review)
“The Long Beach Museum of Art Feb. 28 to May 23” by Aran Eisenstat.
- **L.A. Weekly** (US) April 2-8 1993. (review)
- **Grunion Gazette** Long Beach, CA (US) March 4, 1993. (review)
“‘Sugar ‘n Spice’ More than Just Nice” by Harry Saltzgaver.
- **Long Beach Press-Telegram** (US) March 12, 1993. (reproduction/ review)
“Intriguing Works by New Generation of Women Artists” by Peter Frank.
- **Los Angeles Times** -Orange County. (US) March 18, 1993. (review)
“Nice ‘n Subversive” by Cathy Curtis.
- **Los Angeles Times** (US) March 21, 1993. (reproduction)
- **Daily Trojan -USC** (US) March 24,1993. (review)
“What Little Girls Are Made Of” by Mary De laCruz.
- **WESTART** (US) March 26, 1993. pg.3. (review)
“Women’s Perspective in Art” by Debra King.
- **Los Angeles Times** (US) April 1, 1993. (review)
“Sugar ‘n’ Spice: Sensory Overload in Long Beach” by Cathy Curtis.
- **Random Lengths** (US) April 14, 1993. (reproduction/ article)
- **AFTERIMAGE** (US) May 1993. (reproduction/ review)
“Sweet ‘n’ Sour” by Holly Willis.
- **Art Issues** (US) May/ June 1993. (review)
“Sugar ‘n’ Spice” by Michael Anderson.

1992

- **CINEVIDEO** (Spain) February 1992. (reproductions/ article)
“La Vision Irréal” by Ana Vinuela.
- **The FACE** (UK) June 1992. (article)
“Future Shock” by Jim McClellan.
- **IEEE Computer Graphics** (US) July 1992. (reproductions/ article)
“Postcards from Barcelona” by Xavier Berenguer.
- **Daily News** (Los Angeles) September 11, 1992.(article)
- **ASCII** (Japan) October 1992. (reproductions/ article)
- **New York Times** (US) December 30, 1992. (reproduction/ article/ review)
“High-Tech Artworks in High-Tech Bank Building” by Charles Hagen.
- **ISSA Access** (US) vol.5 no. 3 1992. (Front Cover reproduction)
- **Video Toaster User** (US) December 1992. (article)
- **Museum of Science and Industry, Chicago Brochure “Imaging Science”**.
(reproduction)

1991

- **UCLA Magazine** (US) vol.3, no.1 Spring 1991. (Front Cover/ reproductions/ article)
“Brave New Art World: UCLA’s Electronic Artists Take A Bow” by Michele Kort.
- **CINEVIDEO** (Spain) September 1991. (Front Cover/ reproductions/ feature interview)
“Rebecca Allen: Pasiones Electronicas” by Ana Vinuela.
- **El Pais** (Spain) November 27, 1991. (reproduction/ article)
“Creation without Frontiers” by Jose Beaumont.
- **El Mundo** (Spain) November 29, 1991. (article)
- **Diario 16** (Spain) November 29, 1991. (article)
- **ABC** (Spain) December 3, 1991. (article)
- **El Pais** (Spain) December 3, 1991. (article)
- **La Provincia** (Spain) December 3, 1991. (article)

- **YA** (Spain) December 4, 1991. (article)
- **El Punto de las Artes** (Spain) December 6, 1991. (article)
- **Diari de Barcelona** (Spain) December 7, 1991. (article)
- **El País** (Spain) December 14, 1991. (feature article)
“Technology is the Extension of the Body” -Interview with Rebecca Allen by Jose Beaumont.
- **Noticias de la Comunicacion** (Spain) December 16, 1991. p.15 (article)
- **T'ENVIDEO** (Spain) December 1991. (article)

1990

- **Escena** (Spain) January 1990. (article)
- **MAN** (Spain) January 1990. (reproduction/ article)
- **DUNIA** (Spain) January 1990. (article)
- **El Europeo** (Spain) January 1990 and February 1990.
- **Vogue** (Spain) January 1990. (article)
- **Primera Línea** (Spain) p.32-36. January 1990. (reproductions/ article)
- **Visual** (Spain) no.4. January 1990. (reproduction/ article)
- **RTV Magazine** (Spain) February 1990. (reproduction/ article)
- **El 9 Nou** (Spain) January 5, 1990. (article)
- **El País** (Spain) January 6, 1990. (article)
“Virtual Reality” by Rebecca Allen.
- **El País** (Spain) January 6, 1990. (reproduction/ article)
“In the Electronic Museum” by Montxo Algora.
- **El Periodico La Guia** (Spain) January 6-12, 1990. (reproduction/ article)
- **La Vanguardia** (Spain) January 8, 1990. (reproduction/ article)
- **Tiempo** (Spain) January 8, 1990. (article)
- **El País** (Spain) January 10, 1990. (article)
- **La Vanguardia** (Spain) January 10, 1990. (article)
- **El Periodico** (Spain) January 10, 1990. (article)
- **ABC** (Spain) January 10, 1990.(reproduction/ article)
- **Diari de Barcelona** (Spain) January 10, 1990. (article)
- **El Independiente** (Spain) January 10, 1990. (article)
- **AVUI** (Spain) January 10, 1990. (article)
- **Heraldo de Aragon** (Spain) January 10, 1990. (article)
- **La Vanguardia** (Spain) January 11, 1990. (article)
- **EGIN** (Spain) January 11, 1990. (article)
- **El Diario 16** (Spain) January 11, 1990. (article)
- **El País Guia** (Spain) January 12, 1990. (reproduction/ article)
- **El Diario 16** (Spain) January 12, 1990. (reproduction/ article)
- **El País** (Spain) January 13, 1990. (reproduction/ article)
- **ABC** (Spain) January 13, 1990. (article)
- **El Independiente** (Spain) January 13, 1990. (article)
- **La Vanguardia** (Spain) January 13, 1990. (reproduction/ article)
- **El Periodico** (Spain) January 14, 1990. (reproduction/ article)
- **El Temps** (Spain) January 15, 1990. (article)
- **El País** (Spain) January 17, 1990. (reproduction/ article)
- **El Independiente** (Spain) January 21, 1990. (reproduction/ articles/ interview)
“Rebecca Allen, a Professor of “Computer Art” by Xavier Marti.
- **El Guia: Mensual de la Cultura Visual** (Spain) February 1990.(reproductions/ article)
- **RTV Magazine** (Spain) February 1990.(reproduction/ article)
- **Sculpture** (US) March/April 1990. (Front Cover reproduction/ article).
- **West Coast Forum** (US) October 1990. (reproduction/ article)
- **Exposure** (US) October 1990. (article)

- **Ronda Iberia** (Spain) November 1990. (reproduction/ article)
"Los Angeles, the Style of the Future" by Joana Bonet.

1989

- **IDEA** (Japan) no. 213, 1989. (reproduction/ article)
"Computer Superstars".
- **Vivir en Barcelona** (Spain) September 1989. (reproduction/ article)
- **El País** (Spain) July 7, 1989. (article)
- **New York Times** (US) November 11, 1989. (article)
- **New York Times** (US) November 17, 1989. (reproduction/ article)
"Video Is Making Waves in the Art World"
- **Newsweek** (US) November 27, 1989 (reproduction/ article)
- **Village Voice** (US) November 28, 1989. (article)
- **El País** (Spain) December 12, 1989. (reproduction/ article)
- **El Periodico** (Spain) December 18, 1989. (reproduction/ article)
- **El País** (Spain) December 21, 1989. (reproduction/ article)
- **ABC** (Spain) December 25, 1989. (article)
- **El Independiente** (Spain) December 31, 1989. (reproductions/ article)

1988

- **Invision Broadcast** (UK) April 1988. (Feature interview/ reproductions/ article)
"Talking in Pictures" by Heidi Ellison.
- **TV News** (France) Feb. 6, 1988. (reproduction/ article)
"Rebecca Allen on the State and Future of New Images."
- **Micro-Systemes** (France) March 1988. (reproduction/ article)
"Imagina 88, les pionniers du 8e Art."
- **Sonovision** (France) March 1988. (reproductions/ article)
"Imagina 88" by Laure Delesalle.
- **El Guía** (Spain) June 1988. (reproductions/ article -2 photos: Kraftwerk Front and Back)
"La Imatge Sintetica de la Maquina Universal" by Antoni Mercader.
- **AVUI** (Spain) June 6, 1988. (reproduction/ article -photo: Kraftwerk Front)
"Ordinador i estetica del futur"
- **El Periodico** (Spain) June 6, 1988. (reproduction/ article -photo: Kraftwerk wire-frame)
"Expertos de EEUU y Espana analizan el 'computer-art'" by Manuel de Luna.
- **ABC** (Spain) June 7, 1988. (reproduction/ article)
"Rebecca Allen encabeza una muestra de 'Pixel-Art' (Arte Computerizado) en el Instituto Americano" by Ernest Callis.
- **Diari de Barcelona** (Spain) June 8, 1988. (reproduction/ article -photo: Steps)
"Les imatges d'ordinador, de l'us militar a la modernitat de la televisio"
- **El Mon** (Spain) June 16, 1988. (reproductions/ article -photos: Steps, Florian & Kraftwerk)
"La cultura de l'Ordinador un fenomen revolucionari" by Annabel Campo.
- **El País** (Spain) June 18, 1988. (article)
"Pintar con numeros" by J. R. Perez Ornia.
- **Computer Grafik Info** (W. Germany) no. 9, 1988. (reproductions/ article)
- **Pixel** (France) no.1, 1988. (reproductions/ article)
"Rebecca Allen et Shelley Lake" by S. Thomas.
- **Newsweek** (US) April 25, 1988. (reproductions/ article)
"Creative Computers" by Michael Rogers.

1987

- **The FACE** (UK) February 1987. (reproductions)
- **Optic Music** (US) April 1987. (Feature interview/ reproduction) "Rebecca Allen -Computer

Graphics Pioneer Introduces High End Computer Graphics to Music Video" by Maria Montgomery.

- **Omni** (US) May 1987. (Interview) "Dimensions" by Gurney Williams III.
- **Sonovision** (France) June 1987. (reproduction/ article)
- **Option** (US) July/Aug. 1987. (Feature interview/ reproduction)
- **Primera Linea** (Spain) Nov. 1987. (reproductions/ article)
"Las Computadoras de Hollywood"
- **Articles about Digital Visions: Computers and Art Exhibition**
 - Syracuse Herald American Magazine*, Sept. 13, 1987. (photo: Kraftwerk-Front)
 - The Syracuse*, Sept. 18, 1987.
"Art's New Generation" by Douglas Collins.
 - Syracuse News Times*, Oct. 7-14, 1987.
"Computers and Art" by Howard Kerner.
 - Entertainer Magazine*, Cincinnati, Dec. 7-20, 1987.
"Art Accepts Computers, Bit by Bit" by Allison Dignan.
 - The Post*, Cincinnati, Dec. 8, 1987.
"Using computers to make art" by Jerry Stein.
 - Cincinnati Magazine*, Dec. 1987.
"Art: Computers Access to the Art World" by Mary McCarty.

1986

- **ID Industrial Design** (US) March/ April 1986. (article)
"Design to the Beat" by Frank Lovece.
- **Sonovision** (France) April 1986. (reproduction/ article)
- **Asahi Shimbun** (Japan) 1986. (article)
- **Billboard** (US) November 15, 1986. (Back cover reproduction)
- **The FACE** (UK) December 1986. (reproductions/ article)

1985

- **Sciences and Techniques** (France) 1985. (reproductions/ article)
- **ARTnews** (US) February 1985. (article)
- **New Scientist** (UK) February 1985. ((reproduction/ article)
- **Banc-Titre** (France) March 1985. (reproduction/ article)
- **Village Voice** (US) April 2, 1985. (review)
- **New York Times** (US) April 1985. (review)
- **Sonovision** (France) April 1985. (reproduction/ article)
- **ID Industrial Design** (US) May/ June 1985.(reproduction/ article)
- **Sunday Newsday** (NY) June 30, 1985. (reproduction/ article)
- **New York Times** (US) June 1985. (article)

1984

- **Arts + Architecture** (US) vol.3 no.1 1984. (reproductions/ article)
- **Design** (UK) February 1984. (reproductions/ article)
- **Sunday New York Times** (US) "Think of Leonardo Wielding a Pixel" April 22, 1984. (article)
- **Sonovision** (France) April 1984. (article)

1983

- **Los Angeles Times** (US) January 22, 1983. (article)
- **Millimeter** (US) February 1983. (reproductions/ article)
- **Video Pro** (US) August 1983.(article)
- **Des Moines Register** (US) October 8, 1983. (article)

1982

- **U&lc** (US) vol.9 no.2 1982. (reproduction)
 - **National Video Festival** (US) June 1982. (catalog cover)
-

EXHIBITION CATALOGUES

- **Worldbuilding: Gaming and Art in the Digital Age** by Hans Ulrich Obrist, Julia Stoschek Foundation, Germany 2024.
- **Coded: Art Enters the Computer Age, 1952-1982** by Leslie Jones, Los Angeles County Museum of Art, DelMonico Books, DAP, 2023.
- **A Leap into the Void. Art Beyond Matter** by Lorenzo Giusti and Domenico Quaranta, Galleria d'Arte Moderna e Contemporanea (GAMEC), Bergamo, IT. 2023.
- **Among the Machines** Edited by Paul Luckraft, Zabłudowicz Collection, UK. Cassochrome, Belgium, 2023.
- **Rebecca Allen: Sync(Emerge(Consciousness))** by Helen Starr and Peter Bonnell, QUAD Gallery, Derby, UK, 2018.
- **nonliteral - B3 Biennale of Moving Images**, Atelierfrankfurt, Frankfurt, 2013.
- **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**, by Paola Antonelli, 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", "Laberint," *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 Realty 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 JI, 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

2024

- **Building Utopias: what do we dream of?** Moderator: Hans Ulrich Obrist, Conversations/Art Basel. Basel, CH. June 12. <https://www.artbasel.com/events/detail/80952/Conversations-Building-utopias-what-do-we-dream-of/50652>
- **How the digital transformed the art world** Panel with Rebecca Allen & Refik Anadol, Moderator: Jeni Fulton. Digital Days: Art Basel, June 13.
- **Tech Trailblazers: Advancing Virtual + Immersive Technologies** Moderator: Helen W. Kennedy, King's College London, UK. March 19.

2023

- **Virtual Realities, Human Realities: A Dialogue with Rebecca Allen on Art and Technology.** Bauhaus University Weimar, Berlin, DE. December 11.
- **Trailblazing Realities: Female Pioneers in the History of Virtual Reality.** Architectural Association (AA), London, UK. November 16.

<https://www.aaschool.ac.uk/publicprogramme/whatson/trailblazing-realities-female-pioneers-in-the-history-of-virtual-reality>

- **Women in Immersive Tech.** Siggraph 50th Anniversary, Los Angeles, CA. August 7.
- **Life Without Matter with Rebecca Allen.** Galleria d'Arte Moderna e Contemporanea di Bergamo (GAMEC), Bergamo, IT. May 23. <https://www.gamec.it/en/a-leap-into-the-void-public-program/>

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 Tectonics**, “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” Archivo 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.ttvanguard.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.

AWARDS and GRANTS

- 2024 - DAM DIGITAL ART AWARD (DDAA) Bestowed for exceptional achievements in digital art. Established in 2005, it honours the most influential artists in the area of digital art for their life's work. Presented by the Digital Art Museum (DAM), Berlin, DE.
- 2019 - Google Artists + Machine Intelligence Focused Research Award.
- 2019 - FACT Gallery Art Co-Commission. Liverpool, UK.
- 2018/19 - QUAD Digital Fellow Award 2018/2019. Derby, UK.
- 2018 - QUAD Gallery Virtual Reality Art Commission. Derby, UK.
- 2017 - Resident Artist Award. Gazelli Art House London, UK. September 2017.
- 2016 - UCLA Neuroscience Research Grant
- 2016 - UCLA Faculty Research Grant/Transdisciplinary Seed Grant with UCLA Neuroscience Research .
- 2014 - Award: Fast Company - Most Creative People 1000.
- 2012 - Received special recognition from the Academy of Motion Picture Arts and Sciences as a pioneer in the development of computer animation.
- 2011 - Award: Women Worth Watching - Celebrating the Achievements and Personalities of Leading Women Executives. Diversity Journal.
<http://www.womenworthwatching.com/rebecca-allen/>
- 2010 - Award: Fast Company - 100 Most Creative People in Business 2010 (#31).
- Patent: Laptop Computer #D609703 awarded for the design of the OLPC XO laptop. Allen is listed as one of eleven inventors.
- IDSA Design of the Decade, Solution to a Developing World Social Problem (*OLPC XO Laptop*)
- 2009 - IF Award (*OLPC XO Laptop*)
- Spark Award - Silver, (*OLPC XO Laptop*)
- 2008 - London Design Museum - Brit Insurance Design of the Year Award. Top award for the design of the One Laptop per Child (OLPC) XO Laptop. Allen was one of the designers.
- IDSA - Business Week, Gold Awards, US. Categories: Product & Strategy (*OLPC XO Laptop*)
- Red Dot Design Award, (*OLPC XO Laptop*)
- 2007 - Patent: [Bluetooth remote controller using zipper interface #7304600](#). Inventors: Johannes Nehls, Rebecca Allen.
- INDEX: Design to Improve Life Award for One Laptop per Child (OLPC) XO Laptop. Category: Community. The INDEX AWARD, presented every two years, is the biggest

- design award in the world. Copenhagen, Denmark.
- International Design Awards, Category Winner, *(OLPC XO Laptop)*
 - International Design Awards, Sub-Category Winner, *(OLPC XO Laptop)*
 - Spark Award - Product Award, *(OLPC XO Laptop)*
 - ID Magazine "Concept Design", *(OLPC XO Laptop)*
 - Wallpaper Award "Most Life Enhancing Item", *(OLPC XO Laptop)*
 - D&AD Award, US *(OLPC XO Laptop)*
- 2006 - Popular Science – Best of What’s New Award – Category: Computing. Grand Award for design of OLPC XO Laptop.
- IF Product Design Award, *(OLPC XO Laptop)*
 - Chicago Athenaeum - Good Design Award, *(OLPC XO Laptop)*
 - Patent Pending: [Remote controller ring for user interaction](#).
Application:#20060164383.
Inventors: Alberto Machin, Rebecca Allen.
- 2002 First Prize – rhein.tanzmedia.web - An international competition for original ideas that synthesize performance and technology, Cologne, Germany. *(The Brain Stripped Bare)*
- 2001 Awarded research grant and commission *(Coexistence)*
Interaction Design Institute Ivrea (IDII), Italy
- 2001 Nominated for 2001 World Technology Award for the Arts
- 2001 Awarded research grant from Intel Corporation. *(Mixed Reality and the Aesthetics of Coexistence)*
- 2000 Awarded research grant from Intel Corporation. *(E-motion and Emergent Behavior)*
- 2000 Deployed Application Award. *(Emergence Project)*
American Association for Artificial Intelligence (AAAI)
- 1999 Nominated for Rockefeller Foundation Fellowship Award.
- 1999 Awarded research grant from Intel Corporation. *(Emergence Project)*
- 1998 Awarded research grant from Intel Corporation. *(Emergence Project)*
- 1997 Awarded research grant from Intel Corporation. *(Emergence Project)*
- 1996 Awarded research grant from Intel Corporation. *(Aesthetic Issues in the Design of Virtual Environments)*
- 1994 Movie Translation Game of the Year Award. *(Demolition Man)*
DH Game Fan
- 1991 National Endowment for the Arts Award (NEA).
New Forms / Inter-Arts Program.
- 1990 Computer Animation Honorable Mention. *(Steady State)*
Prix Ars Electronica ‘90 Linz, Austria
- 1988 Music Video Category: 2nd Prize. *(Musique Non Stop)*
Images du Futur, Art et Nouvelles Technologies Montreal, Canada.
- 1987 Artistic and Technical Excellence Award. *(Musique Non Stop)*
Nicograph Tokyo, Japan.

- 1987 Nouvelles Images de Monte Carlo Award. (*Musique Non Stop*)
- 1987 Best Special Effects (Nomination). (*Musique Non Stop*)
National Academy of Video Arts and Sciences, 5th Annual American Video Awards.
- 1986 Best Music Video Award, West Germany. (*Musique Non Stop*)
- 1984 Best Animation. (*Adventures in Success*)
Heavy Metal Music Video Awards
- 1983 Billboard Video Music Awards (3 Nominations). (*Adventures in Success*)
Most Experimental Video, Best Animation, Best Use of Video to Enhance Song.
- 1983 Best Computer Animation Award. (*Various work by Allen*)
Online Computer Animation Film Festival London, England.
- 1981-82 Emmy Award. (*CBS Walter Cronkite's Universe*)
Category: Design: Outstanding Individual Achievement.
The National Academy of Television Arts and Sciences.
The first Emmy to be awarded for computer animated work.
- 1976 Cine Golden Eagle Award. (*Rapid Eye Movements*)
AFI American Film Institute

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 | University of Applied Arts Vienna
<i>Guest Professor / Director of Visual Media Department (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 & 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.

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.