Dr. Byron Lahey

Arizona State University

School of Arts Media and Engineering

950 S. Forest Mall, Stauffer B, Room 217   
Tempe AZ 85281

http://ame.asu.edu

byron.lahey@asu.edu

Education

2015 Arizona State University, Tempe, Arizona.

School of Arts, Media and Engineering.

Media Arts and Science PhD. May 2015.

Dissertation: A Maker's Mechanological Paradigm: Seeing Experiential Media Systems as Structurally Determined.

Committee Chair: Dr. Winslow Burleson.

Committee Members: Dr. Daniel Collins, Dr. Garth Paine, and Dr. Sha Xin Wei.

1997 Arizona State University, Tempe, Arizona.

Herberger School of Fine Arts.

M.F.A., Emphasis in Sculpture.

Thesis: Acrophobia (solo exhibition).

Committee: Lewis Alquist, James White, Mary Neubauer, Denis Gillingwater.

1990 University of Northern Iowa, Cedar Falls, Iowa.

College of Humanities, Arts and Sciences.

B.F.A., Emphasis in Sculpture, sub-emphasis in Photography.

Thesis: Obvious (solo exhibition).

Research

(My current research activity is recorded in Interfolio. Published work can also be found through my Google Scholar profile: https://scholar.google.com/citations?user=zj-H\_cIAAAAJ&hl=en)

2014-2015 Arizona State University, Tempe, Arizona.

Graduate Student Researcher, Synthesis Center

I am currently working under the direction of Dr. Sha Xin Wei as a researcher in the Synthesis Center. I collaborate with other researchers within ASU and across the globe to help refine and explore the problems that emerge from the mission to “create environments that are richer, but not more complicated”, and “create environments in which we would want to live”. I approach this work with a particular focus on the intersection of physical matter, electronics and digital code, emphasizing the computational utility and richness of the physical dimension of this trio.

2007-2013 Arizona State University, Tempe, Arizona.

Research Assistant, School of Arts Media and Engineering.

My early research centered on a project called "Game as Life / Life as Game” (GaLLaG) which utilizes ubiquitous computing technologies, tangible user interfaces and game strategies and metaphors to produce motivational structures. My focus is on the creation of physical-digital interfaces for use in educational, artistic and entertainment applications.

2010 Queen’s University, Kingston, Ontario, Canada.

Researcher, Human Media Lab, School of Computing.

Under the direction of Dr. Roel Vertegaal, I worked on an “Organic User Interface” research project. This project, with support from the Flexible Display Center at Arizona State University and the E Ink Corporation, investigated user interaction preferences with a flexible “Paper Phone”. I created and programmed the functional Paper Phone prototype that was used in the research. This research led to a CHI paper and presentation as well as a widely viewed demo video (2.1+ million views to this date).

Teaching Experience

2017 - present Arizona State University, Tempe, Arizona.

Clinical Assistant Professor, School of Arts, Media and Engineering / Digital Culture Program

AME 210: Media Editing

AME 294: Intro to Physical Computing

AME 330: Digital Physical Systems

AME 485: Digital Culture Capstone I

AME 486: Digital Culture Capstone II

Barrett Honors College Thesis Chair

2012-2016 Arizona State University, Tempe, Arizona.

Instructor, School of Arts, Media and Engineering / Digital Culture Program

Fall 2016

AME 210: Media Editing

AME 330: Digital-Physical Systems

Summer 2016

AME 499: Individualized Instruction

Spring 2016

AME 112: Computational Thinking for Digital Culture

AME 294: Intro to Physical Computing

ART 499: Individualized Instruction

Fall 2015

AME 210: Media Editing

AME 111: Introduction to Digital Culture

AME 394: How to Build a Digital-Physical System

Fall 2013

AME 294: Introduction to Max/MSP

AME 394: How to Build a Digital-Physical System

ART 294: Introduction to Interactive Environments

Spring 2013

AME 394: Collaborative Projects & Research II

AME 494: Digital Culture Capstone II

Fall 2012

AME 294: Introduction to Max/MSP

AME 394: Collaborative Projects & Research I and II

AME 494: Digital Culture Capstone I and II

2011-2012 Payne Junior High, Queen Creek, Arizona.

GK-12 Fellow (National Science Foundation supported educational program).

I taught with and collaboratively designing inquiry based science lessons with Eric Nedow (7th grade science teacher). I was in the class two days per week for the full academic year.

2006 Arizona State University, Tempe, AZ.

Faculty Associate, School of Art.

Course: Experimental Systems in Sculpture. This course introduced tools and techniques to produce artwork that included kinetic, sonic, interactive and other active elements. Topics included basic electronics, electrical safety, varieties of lighting technologies, an introduction to motors and motor control systems, sensors and switches, mechanical transmission systems and sound production systems. A particular focus this semester was placed on introducing microcontroller technology. Artists, both contemporary and historical, doing work in this genre were studied.

2005 Arizona State University, Tempe, AZ.

Faculty Associate, ASU School of Art.

Courses: Sculpture 3 and Experimental Systems in Sculpture. Both of these classes were advanced level courses. The Experimental Systems class included both undergraduate and graduate students. Topics and techniques covered in these classes included: experimental casting, use of ephemeral / non-traditional materials, sensors and switches, use of sound in sculpture, mechanical transmissions, lighting hardware and basic robotic systems.

2003-2004 Arizona State University, Tempe, Arizona.

Core Coordinator, ASU School of Art.

I directed the teaching assistants who taught the core level visual art classes. I was responsible for individual and group instruction on teaching methodologies, classroom technologies, project development, grading policies and other academic issues. I acted as the intermediary between the students, the teaching assistants and the rest of the faculty and administrative staff. I assessed the performance of the TA's and made hiring decisions based on these assessments.

2003 Phoenix Country Day School, Paradise Valley, Arizona.

Instructor / Visiting Artist, Sculpture, August 2003 – December 2003.

This class, which I designed and taught, marked the introduction of sculpture to this school’s art program. In addition to my teaching responsibilities, I helped set up the studio and order tools and materials to facilitate this class and to pave the way for those that will follow. I exhibited my artwork in the school gallery as part my professional role as a visiting artist and faculty member.

2000-2001 Western Washington University, Bellingham, Washington.

Instructor (Visiting Lecturer), Sculpture.

I taught all of the sculpture courses offered at Western Washington University through the 2000-2001 academic year including the summer quarter. Courses included: Beginning Sculpture, Mixed Media, Advanced Sculpture and Independent Study. I also taught sections of 2-D and 3-D Design in the foundations area. I designed class projects, provided technical and conceptual instruction, documented student work and evaluated performance through written testing and oral critiques. My responsibilities also included purchasing decisions, safety instruction and other details of studio operation.

1995-1997 Arizona State University, Tempe, Arizona.

Instructor (T.A.)

|  |  |  |
| --- | --- | --- |
| Fall 1997 | Art 112: | ( 2-D Design ) |
| Summer 1997 | Art 115: | ( 3-D Design ) |
| Spring 1997 | Art 115: | ( 3-D Design ) |
| Fall 1996 | Art 231: | ( Sculpture I ) |
| Spring 1996 | Art 231: | ( Sculpture I ) |
| Fall 1995 | Art 112: | ( 2-D Design ) |
| Spring 1995 | Art 113: | ( Color ) |

I was the instructor of record for each of these classes at Arizona State University. Each class was six contact hours per week. I was solely responsible for the development and presentation of assignments, lectures and technical demonstrations. The 3-D Design and Sculpture classes demanded special attention to safe working practices. I wrote a general safety concepts handout that continues to be utilized by instructors for these classes to this day. I was personally responsible for teaching students how to safely use potentially dangerous tools and helped to maintain these tools while teaching in the studio. I also provided instruction on the use of potentially hazardous materials and helped to maintain Material Safety Data Sheets for materials used in the studio.

Professional Development

2000 Arizona State University Tempe, Arizona.

College of Engineering, Fundamentals of Digital Design (class).

1997 Scottsdale Community College, Scottsdale, Arizona.

Motion Picture Post Production (class).

1995 Deep Creek School of Art, Telluride, Colorado.

Technology, Environment, and the Body in Art (school program with professors from **Arizona State University**, **Penn State University** and professional guest artists).

Technical Employment

2005-2007 Arizona State University, Tempe, Arizona.

General Maintenance Technician, Sculpture Department.

I was the support staff for three full time faculty members, two to four graduate student instructors and a large body of students working in highly diverse modes and materials. My responsibilities included teaching students safe, effective and innovative sculpture techniques and general studio safety, maintaining woodworking, metalworking, foundry, neon laboratory, mechanical/electronic tools and other sculpture equipment and maintaining inventories of tools and raw materials. I directed and supervised student studio monitors and work-study students.

2005-2005 Interactive System Programmer, Freelance.

I participated in the design and maintained the software control system for an interactive video installation designed by Gene Cooper and Patricia Clark for the Mesa Arts Center in Mesa, Arizona.

2003-2006 Moto-Photo, Scottsdale, Arizona.

Digital Image Specialist.

I was in charge of the digital photo editing and wide-format printing department at this busy photo lab and portrait studio. Utilizing Adobe Photoshop, I restored aging photographs; performed prepress optimization of images for photo-emulsion or wide format ink jet printing; and produced marketing materials for the store. I consulted with customers, educating them on the possibilities and limitations of digital photo processes. I was also responsible for system maintenance, scheduling and general customer service.

2003-2004 Arizona Falls Project, Phoenix, Arizona.

Sculptor and Technical Assistant.

I worked with Lajos Heder and Mags Harries on this large public art project. I worked with engineers from SRP to design and build a kinetic, light and shadow sculpture that is prominently featured in this space. I also worked as a consultant, designer and fabricator on a real-time Internet video system to link the Arizona Falls site with a gallery exhibition in Cambridge, MA.

2001-2004 Scene Art & Associates, Phoenix, Arizona.

Consultant / Independent Contractor.

I was involved in researching, designing and producing electronic, mechanical, audio and lighting systems for projects at Scene Art & Associates.

1998-2000 Scene Art & Associates, Phoenix, Arizona

Sculptor / Special Projects Manager.

Functioning as a part of a design and fabrication team, I was involved in the production of interactive exhibits, thematic environments, architectural elements, custom furniture, and other specialized items. My responsibilities included technical design, product research and fabrication. My areas of specialization were electronics, lighting, audio, mechanical special effects and metalworking. I was also responsible for setting up and maintaining the metal fabrication section of our studio and trained and supervised other employees working on this equipment. I maintained Material Safety Data Sheets for materials used in this area of the studio. I did repairs on existing equipment, fabricated new tools for specialized jobs, ordered expendable supplies and other necessary materials for the shop and generally oversaw the day-to-day operations of this area of the studio.

1997-1998 Martina Shenal (artist)

Fabricator and Technical Assistant.

Designed and fabricated mechanical, electronic and lighting effects for “learina”, a multimedia exhibit at the Scottsdale Center for the Arts.

1997-1997 Arizona State University, Tempe Arizona

Research Assistant, Dimensional Animation (class).

I was responsible for assisting students with technical and conceptual issues in animation and for repairing and fabricating animation studio equipment.

1995-1997 Phoenix Theater Company, Phoenix, Arizona

Electrician and Lighting Assistant.

Served as assistant to Master Electrician. Duties include rigging, cabling, focusing, trouble-shooting and repairing theatrical lights.

1996-1996 Pyramid Tile and Marble, Santa Barbara, California.

Fabricator and Installer.

I Fabricated and installed custom marble and masonry work. An extremely high level of accuracy and craftsmanship was required. Worked on site in commercial and private locations.

1995-1995 Arizona State University Art Museum, Tempe, Arizona.

Installations Assistant.

Installed and removed art exhibitions. Performed general museum maintenance. I was responsible for the careful handling of irreplaceable art objects.

1995-1995 Arizona State University, Tempe, Arizona.

Technical Assistant, Sculpture Department.

Oversaw daily operations of sculpture studio, including tool checkout, insuring safety of students, assisting with technical problems and repairing damaged equipment.

1994-1994 Distinct Impressions, Tucson, Arizona.

Screen Press Operator.

Produced high volume printing on tight deadlines. This position required vigilant attention to maintain quality.

1991-1994 Midwest Printing Company, Council Bluffs, Iowa.

Graphic Designer and Printer.

Worked with customers to create custom designs using computer and traditional design tools. Managed all stages of screen-printing operations including maintaining project schedules.

Awards and Honors

2014-2015 AME Graduate Research Assistantship

2011-2012 GK-12 (NSF funded) Fellowship

2010 Ford Foundation Fellowship.

2008-2009 NASA Space Grant Fellow.

2007-2008 Producer for the Process area of the Studio for SIGGRAPH 2008 in Los Angeles California.

2007-2008 National Science Foundation IGERT Associate,

2005-2006 Area Chief for the Audio Area of the Guerrilla Studio for SIGGRAPH 2006 Conference in Boston, Massachusetts.

2004 Selected as working artist for Phoenix Family Museum.

2003-2005 Eye Lounge member, Phoenix, AZ.

1994-1997 Dean’s List, Arizona State University.

1994 Graduate Regents Merit Scholarship, Arizona State University.

1986-1990 Dean’s List, University of Northern Iowa.

1987-1988 School of Art Academic Merit Scholarship, University of Northern Iowa.

Exhibition Record

2015 Distilled in the Desert: ASU Alumni Exhibition, Curator: Mary Neubauer, Grant Street Studios, Phoenix, Arizona (Invitational exhibit).

2013 Pi Drums (Interactive art installation), SIGGRAPH 2013 Conference. (Collaboration with Miller Puckett, Hilary Harp and Barry Moon. This system utilized an array of Raspberry Pi computers to actuate a set of drums using outputs from Pure Data software.)

2012 LOrkAS (Laptop Orchestra of Arizona State) performances:

Play, A Festival of Art and Technology, Tempe, Arizona, March 24, 2012.

2011 LOrkAS (Laptop Orchestra of Arizona State) performances:

Digital Arts Ranch, Arizona State University, November 19, 2011.

Maker Faire Phoenix, Phoenix, Arizona, October 15, 2011.

HIDA Performance, ASU Arts Media and Engineering, Stauffer B building, March 9th, 2011.

Phoenix Experimental Arts Festival, Paradise Valley Community College, Phoenix, Arizona, February 19, 2011.

*Fish*, The Night Gallery, Tempe, Arizona, Invitational exhibit, **July 8, 2011 - July 31, 2011.**

2010 LOrkAS (Laptop Orchestra of Arizona State) performance, Digital Arts Ranch, Arizona State University, Tempe, Arizona, December 14, 2010.

Dance Dance Collective Evolution (Interactive art installation), PSi 16 (Performance Studies international) conference, Toronto, Canada, June 12, 2010 (Collaborative project with Grisha Coleman and Isaac Wallis).

*Active Learning Environment with Robotic Tangibles* (Demo), Microcomputers in Education Conference, Future of Gaming Mixer, Arizona State University, March 16, 2010.

*echo::system - Mapping Information to Action through Embodied Aesthetic Experiences* (Performance), , June 3–5, 2009, Como, Italy (I participated in the conceptual and technical development of this iteration of this performance. Specifically I played a key role in the reverse engineering and programming of the treadmills that were central to this performance.)

2009 *Pendaphonics: An Engaging Tangible Pendulum-Based Sonic Interaction Experience* (Demo), International Conference on Interaction Design and Children (IDC) 2009, June 3–5, 2009, Como, Italy.

*Human-Robot Interactions to Promote Play and Learning* (Demo), International Conference on Interaction Design and Children (IDC) 2009, June 3–5, 2009, Como, Italy.

*Pendaphonics* (Installation), New Interfaces for Musical Expression (NIME) conference, Carnegie Mellon University, Pittsburgh, PA, June 4 – 6, 2009 (Collaborative project with Dan Overholt).

*STREB at SLAM: CATAPULT*, STREB Lab for Action Mechanics, Brooklyn, NY, March 27 - May 17, 2009. (Integration of Pendaphonics system with “Translation” performance)

*ALERT Robot* (Demo), Robotics Educator Workshop, Mars Education Program, School of Earth and Space Exploration, Arizona State University, Tempe, AZ, March 7

*ALERT* and *Pendaphonics* (Demos), Media, Arts, Science and Technology (MAST) Workshop, University of California at Santa Barbara, CA, January 29-30, 2009

2008 *Active Learning Environment with Robotic Tangibles*, Maker Faire 2008, San Mateo, CA, May 2-4, 2008

*PROtoDUCTION*, Prism Lab, ASU, Tempe AZ, April 29 – May 9, 2008

AMENITIES (AME New Interactive Technologies, Installations, and Embodied Systems), Digital Arts Ranch, ASU, Tempe AZ, April 29, 2008

Active Learning Environment with Robotic Tangibles (Demo), Phoenix DIY Meeting April 17, 2008

*Active Learning Environment with Robotic Tangibles* (Demo), Science and Technology Faire, ASU campus, March 19, 2008

*Active Learning Environment with Robotic Tangibles* (Demo), Sally Ride Festival 2008, ASU campus, March 1st, 2008

2006 *Lew Alquist, Artist & Educator*, Harry Wood Gallery, Tempe, AZ, Invitational exhibit, February 6-24, 2006

*Annual Art Detour Group Exhibition*, Eye Lounge, Invitational exhibit, March, 2006

*Recognition Implies Fulfillment*, The Ice House, Invitational Exhibit, December 1st, 2006

2005 *Automatic Zen*, Eye Lounge, Phoenix, AZ, Solo exhibit in Project Room, February 2005

*HOME*, ARC Gallery, Chicago, IL, Invitational exhibit, March 2005

*The Last of the Iconoclasts*, Rezurrection Gallery, Tempe, AZ, Invitaional exhibit, April 2005

*The Gun Show*, Rezurrection Gallery, Tempe, AZ, Invitational Exhibit, May – June 2005

*From Dream To Reality: The Making of the Mesa Arts Center*, Mesa Arts Center, Mesa, AZ, Collaborative project with Patrica Clark, Gene Cooper, Byron Lahey and Steven Snow, September – November 2005

*Misappropriation of Fun*, Eye Lounge, Phoenix, AZ, Solo exhibit, October 2005

*Separation Anxiety*, Ice House, Phoenix, AZ, Invitational Exhibit, November 2005

2004 *Analog*, Eye Lounge, Phoenix, AZ, Solo exhibit, January 2 - 31, 2004

*Art Detour Member Show*, Eye Lounge, Phoenix, AZ, March 4 - 20, 2004

*Square Wave*, Eye Lounge, Phoenix, AZ, Solo exhibit, September 3 - 25, 2004

2003 *2003 Group Show*, Eye Lounge, Phoenix AZ, Invitational exhibit, March 7, 8 and 9, 2003

*Art / War*, Thought Crime Gallery, Phoenix, AZ, Invitational exhibit

*2003 Faculty Exhibit*, Phoenix Country Day School Art Gallery, Paradise Valley, AZ

*Half Life*, Rezurrection Gallery, Tempe, AZ, Solo exhibit, September – October 2003

*Robot Art*, Thought Crime Gallery, Phoenix, AZ, Invitational exhibit

2002 Functional art on continuous display (for sale), Rezurrection Gallery, Tempe AZ

Graphic design work included in the environment of “The Studio”, SIGGRAPH 2002, San Antonio, TX

*Cyber-fashion show*, SIGGRAPH 2002, San Antonio TX, An electromechanical costume I designed and fabricated was featured in this show.

*Group Exhibit*, Thought Crime Gallery, Phoenix, AZ, Invitational exhibit.

2000 *Pieces Fit Together, Art Detour Exhibit*, Thought Crime Gallery, Phoenix, AZ, March 2000

1998-2000 My creative energy during these two years went towards sculpture projects completed with the Scene Art and Associates design / fabrication team in Phoenix, Arizona.

1999 *Robotics Symposium*, Café Alamut, Phoenix, AZ

1997 *Acrophobia* (MFA Thesis Exhibition), Harry Wood Gallery, Arizona State University, Tempe, AZ Solo exhibit

*from flat to fat, an exploration of the creative process*, Arizona State University Memorial Union Gallery, Tempe, AZ

*Nathan Cummings Foundation Summer Travel Fellowship Exhibition*, Harry Wood Gallery, Arizona State University, Tempe, Arizona

*2nd Annual Self-Illuminative Glass Exhibition*, Union Gallery, The University of Arizona, Tucson, AZ

Private Collections Exhibit, Step Gallery, Tempe, AZ

1996 *Transportation Show*, Arizona Children's Museum, Mesa, AZ

Nathan Cummings Foundation Summer Travel Fellowship Exhibition, Harry Wood Gallery, Arizona State University, Tempe, AZ

Summer Graduate Exhibition, Harry Wood Gallery, Arizona State University, Tempe, AZ

Grayhawk Sculpture Commission Proposal Exhibit, Grayhawk Lodge, Scottsdale, AZ

1995 *Jewelry Exhibit*, Art One, Scottsdale, AZ

*Deep Creek Invitational Exhibit*, Golden West Gallery, Telluride, CO

*Annual Open House Art Exhibition*, Deep Creek School, Telluride, CO

*Summer Graduate Exhibition*, Harry Wood Gallery, Arizona State University, Tempe, AZ

*Neon Artists*, Undici, Undici Gallery, Mesa, AZ

Gallery Affiliation

Eye Lounge, Phoenix, AZ, 2003 to 2005

Rezurrection Gallery, Tempe, AZ, 2002 to 2005.

Publications

W. Burlson et al., "Active Learning Environments with Robotic Tangibles: Children's Physical and Virtual Spatial Programming Experiences," in IEEE Transactions on Learning Technologies, vol. PP, no. 99, pp. 1-1. doi: 10.1109/TLT.2017.2724031  
URL: <http://ieeexplore.ieee.org/stamp/stamp.jsp?tp=&arnumber=7971992&isnumber=4620077>

Lahey, Byron, Ph.D, A Maker's Mechanological Paradigm: Seeing Experiential Media Systems as Structurally Determined, ARIZONA STATE UNIVERSITY, 2015, 214 pages; 3701692.

Byron Lahey, Winslow Burleson, Elizabeth Streb, Translation + Pendaphonics = Movement Modulated Media, *Leonardo*, Vol. 45, No. 4, pp. 322–329, 2012.

Siwiak, D., Silkey, A., Spicer, R., Lahey, B., Baran, M., Koziupa, T., Headlee, K., Cruse, J., "Laptop Orchestra of Arizona State: The Student Venture" *Proceedings of the First Symposium on Laptop Ensembles and Orchestras*. Baton Rouge, LA. April 15-17, 2012.

Byron Lahey, Audrey Girouard, Winslow Burleson, and Roel Vertegaal. 2011. PaperPhone: understanding the use of bend gestures in mobile devices with flexible electronic paper displays. In Proceedings of the 2011 annual conference on Human factors in computing systems (CHI '11). ACM, New York, NY, USA, 1303-1312.

Aneesh P. Tarun, Byron Lahey, Audrey Girouard, Winslow Burleson, and Roel Vertegaal. 2011. Snaplet: using body shape to inform function in mobile flexible display devices. In Proceedings of the 2011 annual conference extended abstracts on Human factors in computing systems (CHI EA '11). ACM, New York, NY, USA, 329-334.

Overholt, D., Lahey, B., Skriver Hansen, A., Burleson, W., Jensen, C.N., Pendaphonics (Art Installation), New Interfaces for Musical Expression (NIME) conference, Carnegie Mellon University, Pittsburgh, PA, USA, 2009

Anne-Marie Skriver Hansen, Dan Overholt, Winslow Burleson, Camilla Nørgaard Jensen, Byron Lahey, and Kasia Muldner. 2009. Pendaphonics: an engaging tangible pendulum-based sonic interaction experience. In Proceedings of the 8th International Conference on Interaction Design and Children (IDC '09). ACM, New York, NY, USA, 286-288.

Byron Lahey, Natalie Freed, Patrick Lu, Camilla Nørgaard Jensen, Kasia Muldner, and Winslow Burleson. 2009. Human-robot interactions to promote play and learning. In Proceedings of the 8th International Conference on Interaction Design and Children (IDC '09). ACM, New York, NY, USA, 280-281.

DEMONSTRATION: Integrating Video Games and Robotic Play in Physical Environments, Media, Arts, Science and Technology (MAST) Workshop, University of California at Santa Barbara, CA, January 29-30, 2009, http://mast.mat.ucsb.edu/proceedings.html

DEMONSTRATION: A Tangible Pendulum-based Sonic Interaction Experience, Media, Arts, Science and Technology (MAST) Workshop, University of California at Santa Barbara, CA, January 29-30, 2009, http://mast.mat.ucsb.edu/proceedings.html

Byron Lahey, Winslow Burleson, Camilla Nørgaard Jensen, Natalie Freed, and Patrick Lu. 2008. Integrating video games and robotic play in physical environments. In Proceedings of the 2008 ACM SIGGRAPH symposium on Video games (Sandbox '08). ACM, New York, NY, USA, 107-114.

Publicity (selected)

"SIGGRAPH 2011 : The Studio - PeteBot - YouTube." *YouTube - Broadcast Yourself.* Web. 23 Jan. 2012. <http://www.youtube.com/watch?v=eEwSwisbqhs>.

Gorman, Michael. "Flexible PaperPhone Wants to Get Bent out of Shape (video)." *Engadget*. Web. 23 Jan. 2012. <http://www.engadget.com/2011/05/04/flexible-paperphone-wants-to-get-bent-out-of-shape-video/>.

Chung, Emily. "Ultra-thin 'PaperPhone' Bends to User's Will - Technology & Science - CBC News." *CBC.ca - Canadian News Sports Entertainment Kids Docs Radio TV*. Web. 23 Jan. 2012. <http://www.cbc.ca/news/technology/story/2011/05/05/technology-paperphone-thin-smartphone.html>.

"'PaperPhone': Cellphone of the Future? - ABC News." *ABCNews.com - Breaking News, Latest News & Top Video News - ABC News*. Web. 23 Jan. 2012. <http://abcnews.go.com/Technology/paperphone-cellphone-future/story?id=13535486>.

"From the Bleeding Edge to the Cutting Edge to Ubiquitous? The PaperPhone, an Innovation Case Study in Progress « FrogHeart." *FrogHeart*. Web. 23 Jan. 2012. <http://www.frogheart.ca/?p=3523>.

"Wired Jacket Turns Website Members Into Masseurs | TechNewsDaily.com." *Home | TechNewsDaily.com*. Web. 23 Jan. 2012. <http://www.technewsdaily.com/827-wired-jacket-turns-website-members-into-masseurs.html>.

Eye Lounge, A Contemporary Art Space, Inaugural Member Artists Catalog, Eye Lounge Art Space Press, 2006

Chris Kark , “Art exhibit showcases ASU grad's industrial inventions” , The Web Devil, Monday, September 15, 2003

”Who's Cool , A list-in-progress of who's living, working, creating in downtown Phoenix”, Phoenix New Times, Dec 4, 2003

Conferences, Workshops, Symposia

World View + CSI(ASU) stratosphere narrative hackathon workshop, May 2nd, 2017, Tempe, AZ

SIGGRAPH 2013, Anaheim. CA. (Committee member for The Studio)

SIGGRAPH 2012, Los Angeles, CA. Creation Station (Peer reviewed workshop for The Studio).

Maker Faire, 2012, San Mateo, CA

SIGGRAPH 2011, Vancouver, BC, Canada

CHI 2011, Vancouver, BC, Candada

Urban Stew STEWshop - Hardware Electronics and Microcontrollers, November 13th, 2010, Tempe, AZ (Taught DIY Sensor workshop)

SIGGRAPH 2010, Los Angeles, CA

Incubator 2010: Beyond the instrument metaphor: new paradigms for interactive media, Arizona State University, February 19-21

SIGGRAPH 2009, New Orleans, LA

New Interfaces for Musical Expression (NIME) 2009, Carnegie Mellon University, Pittsburg, PA

Media Arts, Science and Technology (MAST) Workshop, 2009, University of California at Santa Barbara

Maker Faire 2008, San Mateo, CA

SIGGRAPH 2008, Los Angeles, CA

SIGGRAPH 2007, San Diego, CA

SIGGRAPH 2006, Boston, MA

SIGGRAPH 2005, Los Angeles, CA

SIGGRAPH 2004, Los Angeles, CA

SIGGRAPH 2003, San Diego, CA

SIGGRAPH 2002, San Antonio, TX

Visiting Lectures

*Paperphone.* Guest lecture for CSE 591: Human Centered Ubiquitous Computing, School of Computing, Informatics and Decision Systems Engineering, January 27, 2014

*Focusing on the Physical: Haptic Information in Smart Objects*, Guest lecture for CPI 101: Introduction to Informatics, School of Computing, Informatics and Decision Systems Engineering, September 24, 2013

*Petebot: The design and creation of an interactive robot*. Guest lecture for Experimental Systems in Sculpture, Sculpture Department Arizona State University, October 27, 2011.

*A sculptor’s perspective on the physical dimension of physical computing*, guest lecture for Physical Computing class, Arizona State University, Arts and Media Engineering Program, April 8, 2009

Experimental Systems in Sculpture, Sculpture Department Arizona State University, October 28, 2008

*Presentation of current projects from the Multimodal Design class*, Arizona State University, Arts and Media Engineering Program, November 15, 2006

*Technical and conceptual introduction to Max-MSP-Jitter software: Part 1*, Arizona State University at the West Campus, Interdisciplinary Arts & Performance Department, Digital & Media Arts Program, October 12, 2006

*Technical and conceptual introduction to Max-MSP-Jitter software: Part 2*, Arizona State University at the West Campus, Interdisciplinary Arts & Performance Department, Digital & Media Arts Program, November 2, 2006

Experimental Systems in Sculpture, Sculpture Department, Arizona State University, October 5, 2006

New Media Concepts, Intermedia Department, Arizona State University, September 22, 2006

Professional Service

Reviewer, ACM TEI Tangible Embedded and Embodied conference 2018, October 2017

Organizer (with Hilary Harp and Angus Forbes), IEEE VIS Synthesis Center hosted lunch/demo

Reviewer, DIS 2017, February 2017

Mentor, Devils Invent IoT (Internet of Things), Fulton Schools of Engineering, Arizona State University, November 4, 2016

Digital Culture Lecture Series Talk, *Expressive Robotics*, September 15th, 2016

Creative Director / Coordiator, Digital Culture Lounge/Gallery, August 2015 – present

Reviewer, SIGGRAPH Art Papers, February - March 2014

Judge, Arizona Junior Science and Humanities Symposium, Arizona State University, March 31st, 2012

Reviewer, International Conference on Interaction Design and Children 2010, February 2010

Reviewer, The Art Gallery, SIGGRAPH 2010, January – February 2010

Reviewer, CHI (Computer-Human Interaction) Conference 2009, October, 2008

Fine Arts Staff Council, By-Laws Committee, Arizona State University, Nov. 2006 – Aug. 2007

SIGGRAPH “The Studio” Team Member, Feb. 2002 – Present

I work with a team of artists, engineers and technology professionals to design and run “The Studio” (formerly known as the “Guerrilla Studio”), a hands on high technology art studio for the annual SIGGRAPH conference. I’ve contributed as an artist, collaborating on the creation of novel interactive technologies and as a director and producer for several Studio areas. I directed the “wearable technology” area for The Studio in 2010.