

Gregory Patrick Garvey

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ACADEMIC EXPERIENCE

| | |
|--------------|---------------------------------------------------------------------------------------------------------------------------------------------------|
| 2011–Current | QUINNIPIAC UNIVERSITY, Hamden, CT – Professor, Game Design & Development. |
| 2011–2019 | QUINNIPIAC UNIVERSITY, Hamden, CT – Founder, Director, Game Design & Development. |
| 2013–2017 | QUINNIPIAC UNIVERSITY, Hamden, CT – Chair, Department of Visual and Performing Arts. |
| 2012 Summer | YALE UNIVERSITY CENTER FOR BIOETHICS SUMMER INSTITUTE – Course Instructor. |
| 2005–2011 | QUINNIPIAC UNIVERSITY, Hamden, CT – Professor, Interactive Digital Design. |
| 2001–2004 | QUINNIPIAC UNIVERSITY, Hamden, CT – Associate Professor, Interactive Digital Design. |
| 1999–2001 | QUINNIPIAC UNIVERSITY, Hamden, CT – Visiting Fellow in the Arts. |
| 1996–98 | CONCORDIA UNIVERSITY, Montréal, QC – Associate Professor, Chair, Department of Design Art. Coordinator, Digital Image/Sound and the Fine Arts. |
| 1991–96 | CONCORDIA UNIVERSITY, Montréal, QC – Assistant Professor, Department of Design Art. |
| 1990–91 | ENDICOTT COLLEGE, Beverly, MA – Assistant Professor |
| 1987–91 | NEW ENGLAND SCHOOL OF ART & DESIGN, Boston, MA – Instructor Computer Graphics |
| 1989 | NORTHEASTERN UNIVERSITY, Boston, MA – Instructor Computer Graphics |
| 1989–90 | THE ART INSTITUTE OF BOSTON, Boston, MA – Instructor Video |

HONOURS AND APPOINTMENTS (partial list)

| | |
|-----------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 2024–present | Board Member, Frank J. Natale Concert Series, Quinnipiac University. |
| 2018–present | Member, Higher Education Video Game Alliance (HEGVA). |
| 2022–present | Games For Change Festival, Juror. |
| 2023 | CONNECTICUT OFFICE OF THE ARTS, Artist Fellowship |
| 2021 to 2024 | QUINNIPIAC UNIVERSITY, Hamden, CT – Fellow, the M & T Bank Center for Innovation & Entrepreneurship. |
| 2018 to present | GAMEDEVCT, Member Board of Directors |
| 2016 to present | CONNECTICUT ACADEMY OF THE ARTS & SCIENCES, Member |
| 2019–2020 | QUINNIPIAC UNIVERSITY, Hamden, CT – Fellow, Center for Interdisciplinary and Integrative Studies (CIIS) QUINNIPIAC UNIVERSITY, Hamden, CT – Fellow, Center for Teaching and Learning (CTL). |
| 2022 July | Sentientia Level 1 Gamification Surveyor Certification |
| 2017–2018 | GREATER NEW HAVEN CHAMBER OF COMMERCE TECHNOLOGY COUNCIL, Member. |
| 2010 July | MEDIA ARTS INSTITUTE, YONSEI UNIVERSITY Seoul, South Korea. Residency. |
| 2010 April | CENTRAL DEPARTMENT OF COMPUTER SCIENCE AND INFORMATION TECHNOLOGY OF COMPUTER SCIENCE AND INFORMATION TECHNOLOGY AT TRIBHUVAN UNIVERSITY, Kirtipur, Katmandu, Nepal. Residency. |
| 2010 Feb. | THE CENTRE FOR RESEARCH IN COGNITIVE SCIENCE SCHOOL OF INFORMATICS, UNIVERSITY OF SUSSEX, Brighton, UK. Residency. |
| 2006 Oct. | City Wide Open Studios Alternative Space – Artist-in-Residence |
| 2000–01 | YALE UNIVERSITY DIGITAL MEDIA CENTER FOR THE ARTS – Associate Artist. |
| 1999 | THE BANFF CENTRE FOR THE ARTS, Banff, Alberta – Residency, Media and Visual Arts. |
| 1997–99 | Institut de Design Montréal, Québec – Member Advisory Board. |
| 1994 May | DIGITAL MEDIA AWARDS- First Place: Design category, - Toronto, Ontario. |
| 1991 | FELLOWSHIP FINALIST, ARTIST FOUNDATION - Boston, MA. |
| 1986 | MASSPRODUCTIONS GRANT, Massachusetts Council for the Arts and Humanities |
| 1983–1987 | NEWCOMP (The New England Computer Arts Association), – Co-Artistic Director |
| 1982–84 | CENTER FOR ADVANCED VISUAL STUDIES, MIT- Fellow. |

EDUCATION

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|------|-----------------------------------------------------------|
| 1982 | MASTER OF SCIENCE IN VISUAL STUDIES, MIT – CAMBRIDGE, MA. |
| 1980 | MASTER OF FINE ARTS, UNIVERSITY OF WISCONSIN – MADISON. |
| 1975 | BACHELOR OF SCIENCE, UNIVERSITY OF WISCONSIN – MADISON. |

PUBLICATIONS (partial list)

| | |
|---------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 2025 | Gregory Patrick Garvey. 2025. “Terms of Service: Coming to Terms with AI-Generated Art in the Classroom.” |
| (forthcoming) | Athens Journal of Humanities & Arts 2025, 12: 1-41 https://doi.org/10.30958/ajha.X-Y-Z Available 12-16-2024 |

- 2023 Gregory Patrick Garvey. 2023. "A University Curriculum Course for Undergraduates: Artificial Intelligence and Art." In *SIGGRAPH Asia 2023 Educator's Forum (SA '23)*. Association for Computing Machinery, New York, NY, USA, Article 1, 1–2. <https://doi.org/10.1145/3610540.3627006>
- 2022 Garvey, G (2022). "Perspective chapter: Ungrading, Grading Contracts, Gamification & Game Based Learning." *Active Learning - Research and Practice*. Delfén Ortega-Sánchez, ed. IntechOpen, New York. ISBN 978-1-80356-357-2. *Book Chapter*.
- 2021 Garvey, G (2021). "Reverse Engineering What Employers Value in Job Candidates: Preparing Students for the 21st Century Workplace." *Perspectives on Critical Thinking*, John C. Sanders, ed. Nova Science Publishers, Inc., New York. ISBN: 978-1-53619-638-2. *Book Chapter*.
- 2020 Garvey, G. (2020). "The Poetics of Mass Weighted Median Diameter." *The Journal of Mathematics and the Arts*. Taylor & Francis Online.
- 2018 Garvey, G. (2018). *Rethinking Critical Thinking*. 2018 IEEE Games, Entertainment, Media Conference (GEM). IEEE. DOI 10.1109/GEM.2018.8516551 <https://ieeexplore.ieee.org/document/8516551>
- 2016 Garvey, G. (2016). *The Split-Brain Human Computer Interface*. In A. Ursyn (Editor), Knowledge Visualization and Visual Literacy in Science Education. IGI Global. *Book Chapter*.
- 2015 Garvey, G. (2015). *Disruptive Behaviors: AI, Robots and the Autism Spectrum Disorder*. Proceedings of the 21st International Symposium of Electronic Art, ISEA2015 Vancouver, British Columbia, CA.
- 2014 Garvey, G. (2014). Curator's Statement. "Aesthetics of Gameplay." ACM SIGGRAPH Digital Arts Community (DAC). Online: <http://gameartshow.siggraph.org/gas/curators-statement/>
- 2014 Garvey, G. (2014). *The Right to Artificial Life: A Declaration of Rights for Artificial Life*, Proceedings of the 20th International Symposium of Electronic Art, ISEA2014, Dubai, UAE.
- 2013 Garvey, G. (2013). *Sanity and Mental Health in an Age of Augmented and Virtual Realities*. Proceedings of the 19th International Symposium of Electronic Art, ISEA2013, Sydney. Australia.
- 2013 Garvey, G. (2013). *Rethinking Dissociation in an Age of Virtual Worlds*, In: Mental Disorders-Theoretical and Empirical Perspectives, Woolfolk, R. ed., New York, NY: InTech. DOI: 10.5772/54307. *Book Chapter*.
- 2012 Garvey, G. (2012). *The Boundaries and Borders of Dissociation in Virtual Worlds and Games*. In "Video Game Play and Consciousness" Ed. Gackenbach, J., Hauppauge NY: Nova Science Publishers, Inc. *Book Chapter*.
- 2012 Garvey, G. (2012). *The Automatic Confession Machine*. In *Ingenuity and Intuition*. Exhibition Catalog, A. Dumitriu, Editor.
- 2011 Garvey, G. (2011). "Whose point-of-view is it anyway?" Three-Dimensional Imaging, Interaction, and Measurement. J. Angelo Beraldin; Geraldine S. Cheok; Michael B. McCarthy; Ulrich Neuschaefer-Rube; Atilla M. Baskurt; Ian E. McDowall; Margaret Dolinsky, Editors, Proceedings of SPIE Volume: 786419.
- 2010 Summer Garvey, G. (2010). *Dissociation: A Natural State of Mind?* Journal of Consciousness Studies: Controversies in Science & the Humanities. Social Approaches to Consciousness II Special Issue. Ed. Charles Whitehead. Vol. 17, No. 7–8, 2010 pp. 139-155.
- 2010 May Garvey, G. (2010), *Dissociation and Second Life: Pathology or transcendence?* Technoetic Arts Vol. 8, (1), Ascott, Roy, Ed. pp. 101-108.
- 2010 Spring Garvey, G. (2010). *Dissociation in Virtual Reality: Depersonalization and Derealization*. Engineering of Virtual Reality 2010: IS&T/SPIE Electronic Imaging Science and Technology Conference, San Jose Conference Center, CA. Proceedings..
- 2009 Cultural Heritage Artists Project of the Orchard Street Shul. Canacola, North Haven, CT 2009. Exhibition Catalog. *Remembering and Forgetting*. Touch Sensitive Interactive Installation.
- 2008-9. *Ingres et Les Modernes*. SOMOGY Éditions D'Art, Musée Ingres, Montauban; Musée national de beaux-arts du Québec. (2008) Exhibition 2009. *A Portrait of Vlada Petic (after Ingres)*. Catalog.
- 2009 Summer Technology Imagination Future: Journal for Transdisciplinary Knowledge Design Vol.2 No.1 2009. *Dissociation & Second Life: Pathology or a State of Mind?*
- 2008 Consciousness Reframed: New Realities—Being Syncretic, The Planetary Collegium's IXth International Research Conference, Proceedings. Series: Edition Angewandte, Springer Wien NewYork Ascott, Roy; Bast, Gerald; Fiel, Wolfgang (eds.) *New Realities: Choices in Virtual Worlds Using Boundary/Border Theories*. Paper.
- 2007 ACM-SIGGRAPH 2007 Art Gallery Catalog, 34th International Conference on Computer Graphics and Interactive Techniques, San Diego, CA *The Automatic Confession Machine: A Catholic Turing Test*. Interactive installation. <http://portal.acm.org/toc.cfm?id=1280120&type=proceeding&coll=GUIDE&dl=ACM&CFID=15151515&CFTOKEN=6184618>
- 2007 *Border Crossings: Drawing the Line Between the Virtual and the Real*. International Journal of Interdisciplinary Social Sciences. Volume I, Issue 5 pp. 91-100. Common Ground. CGPublishers.com,
- 2007 *Social Intelligence and Virtual Characters: Effects on the Individual in Society*.^[1] International Journal of Technology, Knowledge and Society. Volume 2 Issue 8, pp.15-24. Common Ground. CGPublishers.com.
- 2006 Aug. *Suprematist Composition V*. Interactive Digital Video Installation.ACM-SIGGRAPH 2006 Electronic Art and Animation Catalog, 33rd International Conference on Computer Graphics and Interactive Techniques, Boston, MA

- 2006 *A Portrait of Vlada Petric*. Citation/reproduction of computer graphics print in: Cuzin, Jean-Pierre and Dimitri Salmon. *INGRES: regards/croisés*. Mengès, Réunion des Musées Nationaux. Paris.
- 2005 Aug. *Homage to the Square*. Print.ACM-SIGGRAPH 2005 Electronic Art and Animation Catalog,, 32nd International Conference on Computer Graphics and Interactive Techniques, Los Angeles, CA.
- 2006 Aug. SIGGRAPH2006 Conference Select CD-ROM. A Publication of ACM SIGGRAPH.
- 2005 Aug. SIGGRAPH2005 Conference Select CD-ROM. A Publication of ACM SIGGRAPH.
- SIGGRAPH2005 Conference Presentations DVD-ROM. Produced by SOMA.
- Art Gallery–*Homage to the Square: Stereoscopic Suprematist Composition II & III*
- Panels–Believable Characters:*Are AI-Driven Characters Possible, & Where Will They Take Us?*
- Educators Program QuickTakes–*Motion Capture in the Classroom: Now & Tomorrow*, Co-Author
- Anezka Sebek, Parsons School of Design. ACM-SIGGRAPH 2005 32nd International Conference on Computer Graphics and Interactive Techniques. Proceedings.
- Nov. 2004 Garvey, G. (2004). *The Raven, the Bat, the Hawk and the Virtual Being: Voiding the Lower Dan Dien*. Proceedings. QI and Complexity. Consciousness Reframed 2004 6th International Research Conference. Beijing, China.
- Aug. 2004 *Decline & Fall*. Installation. ACM-SIGGRAPH 2004 Electronic Art and Animation Catalog, 31th International Conference on Computer Graphics and Interactive Techniques, Los Angeles, CA.
- Summer 2004 *Solitude of the Self and Virtual Beings*. Intelligent Agent. (Vol. 4, No. 2, 04). <http://www.intelligentagent.com/>
- Aug. 2003 *A Portrait of Vlada Petric*. Computer Graphics Print. ACM-SIGGRAPH 2003 Electronic Art and Animation Catalog, 30th International Conference on Computer Graphics and Interactive Techniques, San Diego, CA, August 2003.
- Aug. 2002 Garvey, G. (2002). *Virtual Beings, Leibnizian Monads, Boundary Logic and the Gnostic Heresy*. Paper. Biennial of Electronic Art in Perth, Perth, Australia.
- Aug. 2002 Garvey, G. (2002). *Life Drawing and 3D Figure Modeling with MAYA*. Conference Abstracts and Applications. ACM-SIGGRAPH 2002, 29th International Conference on Computer Graphics and Interactive Techniques, San Antonio, TX.
- June 2002 Garvey, G. (2002). *Life Drawing and 3D Modeling With MAYA Paper*. *Leonardo Journal published by the MIT Press, Volume 35, Issue 3 (June. 2002)*
- June 2002 Garvey, G. (2002). *The Split-Brain Human Computer User Interface. Paper*, *Leonardo Journal published by the MIT Press, Volume 35, Issue 3 (June 2002)*. Select Conference Proceedings
- 2002 Papers from Creativity & Cognition, ACM-SIGCHI, Loughborough University, UK
- Garvey, G. (2002). *Reflections on the Grosse Ile Monument in Contemporary Quebec: A Response* Book Chapter. Ireland's Great Hunger. Silence, Memory and Commemoration. Edited by David A. Valone and Christine Kinealy. University Press of America, Inc. Lanham, New York, Oxford. 2002.
- 2001 August Garvey, G. (2001). *Life Drawing and 3D Figure Modeling with MAYA*: Conference Abstracts and Applications. ACM-SIGGRAPH 2001, the International Annual Conference on Computer Graphics and Interactive Techniques, Educators Program. Los Angeles, CA, August 2001.
- 2000 Garvey, G. (2000). *The Bicameral Mind and the Split-Brain Human Computer Interface*. Book Chapter. Art, Technology, Consciousness mind@large. Edited by Roy Ascott. Intellect. Bristol, Portland, OR, USA 2000.
- 2000 Aug Garvey, G. (2000). CONSCIOUSNESS REFRAMED III-3rd International CAiiA Research Conference, Newport, Wales. Conference Abstracts: "*The Bicameral Mind and the Split-Brain Human Computer Interface*."
- 1998 Nov. Garvey, G. (1998). VSMM98 Proceedings, Gifu, Japan. "*Speculations on the Split-Brain Human Computer Interface*."
- 1998 Aug Garvey, G. (1998). CONSCIOUSNESS REFRAMED II-2nd International CAiiA Research Conference, Newport, Wales. Conference Abstracts: "*Speculations on the Split-Brain Human Computer Interface*."
- 1998 July Garvey, G. (1998). SIGGRAPH'98 Conference Abstracts and Applications, Orlando, FL. Paper: "Digital Image/Sound and the Fine Arts: A Double Major with Computer Science Fine Arts."
- 1997 Sept. Garvey, G. (1997). ISEA-97, The Eight International Symposium on Electronic Art. Program Guide/Abstracts/Events Art Institute of Chicago, Chicago, IL, GENDERBENDER Web Site.
- 1997 Aug. Garvey, G. (1997). Computer Graphics. Vol. 31, No. 3, Published by ACM-SIGGRAPH. Article: "Retrofitting Fine Art and Design Education in the Age of Computer Technology."
- 1997 Aug. Garvey, G. (1997). CONSCIOUSNESS REFRAMED-The First CAiiA Research Conference Abstracts, Newport Wales. Paper: "The SMART STALL: The Master/Slave Duchampian Telecommunications Interface."
- 1997 June Garvey, G. (1997). ED-MEDIA 97 World Conference on Educational Multimedia and Hypermedia, Calgary, AB Short Paper: "Reverse Engineering the Computer graphics Animation and Multi-media Job Market: A Fine Arts Curriculum for the Digital Age."
- 1996 Lovejoy, Margot, *Postmodern Currents: art and artist in the age of electronic media*. Ann Arbor: UMI Research Press, 1996 Second Edition. Citation of Automatic Confession Machine.

PRESENTATIONS (partial list)

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| 2024 June | Athens Institute for Education and Research. Remote presentation: “ <i>Terms of Service: Coming to Terms with AI Generated Art in the Classroom</i> ” as part of the 15th Annual Internal Conference on Visual and Performing Arts at the Athens Institute for Education and Research (https://www.atiner.gr/) in Athens, Greece. |
| 2024 February | ACM SIGGRAPH Digital Arts Community: Pioneering Interactive Art and Artists from the 1960s to 2000. Digital Arts Committee, is part of SPARKS: Short Presentations of Artworks & Research for the Kindred Spirit . |
| 2023 December | Educator’s Forum. 16th ACM SIGGRAPH Asia Conference and Exhibition on Computer Graphics and Interactive Techniques in Sydney, Australia: “A University Curriculum Course for Undergraduates: Artificial Intelligence and Art.” |
| 2023 October | “ALIEN” SLSA 2023 Society for Literature, Science and the Arts, Center for Philosophical Technologies, at the Herberger Institute for Design and the Arts, School of Arts, Media and Engineering Arizona State University, Tempe, AZ: “Coming to Terms with the Alien in AI-generated Art in the Classroom.” |
| 2023 July | 14 th IIAI International Congress on Advanced Applied Informatics, IIAI AAI 2023, Koriyama, Fukushima Prefecture, Japan. Paper: “Artificial Intelligence and Art: A University Curriculum Course for Undergraduates.” |
| 2023 June | The International Game-Based Learning Conference (IGBL Conference 2023). Talk: “COVID-19 Exterminator: Responding to COVID-19 with Games.” |
| 2023 June | Stakeholder Forum sponsored by the School of Science and Technology at the United States International University–Africa, Nairobi, Kenya. Keynote Presentation: “Preparing Students for the Games Industry: The Impact of Artificial Intelligence.” |
| 2021 June/July | Games for Change 2021 XR Summit & Brain Jam & G4C Conference, Online VR Game Jam. XR Project and Conference Presentation Title: “It’s Your Small World.” |
| 2020 December | TECHSTARS Startup Week, SHU. 2 Presentations: <i>COVID-19 Exterminator</i> and <i>Ad- Tacker</i> GDD Student Team and play4REAL XR Lab, Yale School of Medicine. |
| 2020 October | ISEA 2020 Montréal - <i>Sentience</i> . Artist Talk: <i>Blasey Ford v Kavanaugh & Split-Brain Interface</i> . |
| 2020 March. | Workshop: <i>Tackling Hot Button Issues in the Classroom: Using a Gameplay approach</i> . Center for Teaching & Learning. Quinnipiac University. |
| 2020 Jan. | Presentation: “Essential 21st Century Skills: Statistical, Computational and Design Thinking–the Art & Science of Data Visualization.” United States International University-Africa, Academy of International Business Africa & US NE Special Joint Conference, Nairobi Kenya. |
| 2019 Nov. | Workshop: <i>Using Insights from Game Design to Foster Engagement in Students</i> . Center for Teaching & Learning. Quinnipiac University. |
| 2019 June | 9th Conference on Game Based Learning (iGBL). Cork City, Ireland. Presentation: “The Bad Times An Drochshaol & The Famine Game.” |
| 2018 August | IEEE GEM 2018, Games, Entertainment & Media Conference. National University Ireland Galway, Paper Presentation: “Rethinking Critical Thinking.” Poster Presentation: “Coming Home: Art and the Great Hunger: A Case Study in Game Development for an Exhibition.” |
| 2018 June | Games for Change 2018 XR Summit & Brain Jam, Parsons School of Design, New York, 3 Day VR Game Jam. Project Title and Presentation: “Me, Myself, and I: A Game-based Approach to Study Experiences of Bodily Self-Consciousness Using fMRI.” |
| 2018 June | The Higher Education Video Game Alliance, HEVGA European Symposium/Gotland Game Conference. Hosted by Uppsala University, Visby, Sweden. Paper Presentation: “Teaching Critical Thinking skills (and other 21st Century Skills) through Game Design.” |
| 2018 June | Collaborative for Interdisciplinary/Integrative Studies Summer Symposium Interactive Interdisciplinarity, Quinnipiac University, Hamden, CT. Round Table: “Coming Home: Art and the Great Hunger: A Case Study in Game Development for an Exhibition.” |
| 2018 January | Greater New Haven Chamber of Commerce Technology Council Seminar: “Gamification for Business”, organized by Ted Dinsmore of SphereGen Technologies at the Greater New Haven Chamber of Commerce (GNHCC). New Haven, CT. |
| 2017 October | 2nd International Conference on Business and Economics. University of Dhaka, Dhaka, Bangladesh. Paper: “Disruption, Innovation, Engagement: Using Gamification.” |
| 2017 June | 7th Conference on Game Based Learning (iGBL). Cork City, Ireland. Presentation: “Learning Game Design: A 21st Century Liberal Education in Action?” |
| 2017 April | East Coast Game Conference (ECGC), Raleigh, North Carolina. Presentation: “Teaching 21st Century Skills Through Game Design.” |
| 2016 Nov. | 6th Biennial International Critical Thinking and Writing Conference: <i>Creative Connectivity – Thinking, Writing and the Translation of Information to Understanding</i> . Quinnipiac University. Presentation: <i>Connecting Information to Understanding through Game Design & Development</i> . |

2016 Nov. New England Faculty Development Consortium Conference: *Civic Engagement & Service-Learning*. College of the Holy Cross, Worcester, MA. Presentation: *Connecting Service to Understanding through Game Design*.

2015 November XV World Summit of Nobel Peace Laureates, Barcelona, Catalonia, ES. Presentation: *Be a Game Changer by Using Game Design*.

2015 12th International Conference on Cognition and Exploratory Learning in the Digital Age. Maynooth University, Dublin, Ireland. Paper: *Fostering 21st Century Skills Through Game Design and Development*.

2015 August SIGGRAPH2015 Los Angeles, CA. The 42nd International Conference and Exhibition on Computer Graphics. SIGGRAPH-Digital Arts Committee Presentation: *Aesthetics of Gameplay*.

2015 The Governance of Emerging Technologies: Law, Policy and Ethics. Sandra Day O'Connor College of Law. Arizona State University, Scottsdale Resort and Conference Center, Scottsdale, AZ. Paper: *The Robots Must Be Crazy: Do We Need a DSM Turing Test?*

2015 April Scholarship of Teaching and Learning (SoTL) Quinnipiac University. Poster: *Art and Propaganda: The Game and the Course*. Faculty Scholars and Service Learning Celebration.

2014 August SIGGRAPH2014 Vancouver, British Columbia, Canada. The 41st International Conference and Exhibition on Computer Graphics and Interactive Techniques. Presentation: *Aesthetics of Gameplay*.

2013 June ISEA2013 Sydney, Australia. The 19th International Symposium of Electronic Art. Paper: *Sanity and Mental Health in an Age of Augmented and Virtual Realities*.

2012 April Workshop: *Video Game Play and Consciousness*: Session Leader *Pushing the Boundary: Dissociation and Virtual Worlds*. Toward a Science of Consciousness 2012 Conference. University of Arizona, Tucson, AR.

2011 Sept. ISEA2011 Istanbul. The 17th International Symposium on Electronic Art. Sabanci University, Avatars and Virtual Spaces Panel. Paper: *The Virtual Panopticon: Whose Point-of-View is it Anyway?*

2010 July, Media Arts Institute, Yonsei University Seoul, South Korea. Lecture: *Between the real and the virtual*.

2010 April Central Department of Computer Science and Information Technology at Tribhuvan University, Kirtipur, Katmandu, Nepal. Lecture: *Negotiating The Digital Divide: Between the Real and the Virtual*.

2010 April Central Department of Computer Science and Information Technology at Tribhuvan University, Kirtipur, Katmandu, Nepal. Graduate/Faculty Workshop: *Creating Dynamic Computer Graphic Simulations* using Maya nDynamics.

2010 March University of Brighton, Grand Parade Campus, Brighton, UK. *Designing interactive installations*.

2010 March LIGHTHOUSE Arts Agency Southeast England, Brighton, UK. *Artist Talk & Presentation*.

2010 Feb. Live and Mind Seminar Series, COGS, the Centre for Research in Cognitive Science School of Informatics, University of Sussex, Brighton, UK. Seminar #60: *Border Crossings: From the real to the half real (and back again)*.

2010 Jan. Engineering of Virtual Reality 2010: IS&T/SPIE Electronic Imaging Science and Technology Conference, San Jose Conference Center, CA. Paper: *Dissociation in Virtual Reality: Depersonalization and Derealization*.

2009 Nov. 10th Annual Planetary Collegium International Conference, "Consciousness Reframed: Art and Consciousness in the Post-Biological Era," at the Macromedia University of Applied Sciences, Media and Communication in Munich. *"Experiencing Second Life: Pathology or Transcendence?"*

2009 Nov. Institute for Ethics and Emerging Technologies (IEET). Trinity College, Hartford, CT. Organized by James J. Hughes Ph.D., Lecturer, Public Policy. *Dissociation and Second Life: Pathology or Natural State of Mind?*

2009 June Toward A Science of Consciousness: Investigating Inner Experience Conference - Hong Kong. *Dissociation: A Natural State of Mind?* Plenary Session, paper presentation.

2008 Nov. Second International Writing and Critical Thinking Conference, Quinnipiac University Hamden, CT. *Experiential & Service Learning Across The Curriculum Critical Thinking, Creative Solutions, Effective Communication And Making The World A Better Place!*. Paper presentation.

2008 July Consciousness Reframed 2008, The Planetary Collegium's IXth International Research Conference Vienna, Austria. *New Realities: Choices in Virtual Worlds Using Boundary/Border Theories*. Paper presentation.

2008 April IMCL 2008, Amman, Jordan. *Boundary/Border Theories, and the Impact of Mobile Technologies, Virtual Worlds & Gaming*. Paper presentation.

2007 Nov. CODE, Twenty-First Annual Conference of the Society for Literature, Science, and the Arts. Portland, Maine "The Half-Real Borders of the Info Cloud" paper presentation. 2007.
<http://www.slsa07.com/fullprog.html>

2007 Aug. *Drawing a line in the sand: Border/Boundary theory and games*. ACM-SIGGRAPH 2007 Conference Proceedings. ,34th International Conference on Computer Graphics and Interactive Techniques, San Diego, CA. Paper presentation.<http://sandbox.siggraph.org/papers.html#6>

2006 Jul. The International Conference on Interdisciplinary Social Sciences. University of the Aegean. Rhodes, Greece. *Border Paper Presentation. Crossings: Drawing the Line Between the Virtual and the Real..*

2006 Jul.-Aug. ACM-SIGGRAPH 2006 Art Gallery, 33rd International Conference on Computer Graphics and Interactive Techniques, Boston, MA. Educator's Forum Presentation.

2005 Dec. The Second International Conference on Technology, Knowledge and Society. Hyderabad, India. Paper Presentation. *Social Intelligence and Virtual Characters: Effects on the Individual in Society.*

2005 Aug. ACM-SIGGRAPH 2005, 32nd International Conference on Computer Graphics and Interactive Techniques, Los Angeles, CA. Art Gallery: Artist Talk. Conference Panel "Believable Characters" Presentation: *Jeepers, Creepers, Where did you get those Veepers?*

Nov. 2004 Educators Panel Presentation: *Motion Capture in the Classroom: Now and Tomorrow*

Nov. 2004 *The Raven, the Bat, the Hawk and the Virtual Being: Voiding the Lower Dan Dien.* Paper Presentation. QI and Complexity. Consciousness Reframed 2004: The 6th International Research Conference. Beijing, China.

June 2004 *Data, Information, Self-Knowledge or Gnosis: Games Virtual Beings Play.* Paper Presentation. **Society of Literature, Science and Art**, Paris, France.

Mar. 2004 *Solitude of the Self: The Games Virtual Beings Play.* Paper Presentation. CyberArt-Bilbao, Spain.

Nov. 2003 *Teaching Designers/Programmers ActionScript.* Poster/Demo. AACE: E-LEARN, Phoenix AR.

Oct. 2003. *Gnosis, Virtual Beings and Embodied Flesh.* Paper Presentation. Society of Literature and Science. Austin, TX..

Nov. 2002. *The Split Brain Human Computer User Interface.* Quinnipiac Sigma XI Chapter: Quinnipiac University

Oct. 2002. Panel Presentation. International Symposium on Electronic Art (ISEA 2002). The Sackler Educational Center. The Solomon R. Guggenheim Museum.

Oct. 2002. *Gnosis, Monads, and Virtual Beings.* Paper. Society of Literature and Science. Pasadena, CA.

2002 August Life Drawing and 3D Modeling With MAYA. Paper and workshop presentation, ACM-SIGGRAPH 2002, the Annual Conference on Computer Graphics and Interactive Techniques, San Antonio, TX.

2002 Aug. Guest Artist Lecture. Monash University. Melbourne, Australia.

2002 Aug. *Virtual Beings, Leibnizian Monads, Boundary Logic and the Gnostic Heresy.* Paper presentation. 4th International CAiiA-Star Research Conference: Consciousness Reframed 2002 & the Biennial of Electronic Art Perth. Curtin University of Technology, Perth, AU.

2002 July *Life Drawing and 3D Figure Modeling With MAYA.* Workshop only presentation for 200 attendees. ACM-SIGGRAPH 2002, 29th International Conference on Computer Graphics and Interactive Techniques, San Antonio, TX

2002 June *Teaching Programmers/Designers Flash/Actionscript.* AACE ED-MEDIA 2002 World Conference on Educational Multimedia, Hypermedia, & Telecommunications. Denver, CO. June 2002

2002 Feb. Being Virtual Data Trash Paper presentation, *College Art Association Annual Convention*, Philadelphia, PA.

2001 Nov. Gnosis, Data Trash and Virtual Beings. Lecture. Gnosis in science & philosophy: A Symposium on the Metaphysical History of Time. Lake Quonnapug, CT

2001 August *Life Drawing and 3D Figure Modeling with MAYA.* Paper and workshop presentation for 200 attendees. ACM-SIGGRAPH 2001, 28th International Conference on Computer Graphics and Interactive Techniques. Educator Program, Los Angeles, CA.

2001 April. Quinnipiac University, Hamden, CT "Being Virtual" Visiting Artist Public Lecture.

2001 Feb. Digital Media Center for the Arts, Yale University, New Haven, CT "Virtually Me" Public Lecture.

2000 Oct. *The Bicameral Mind and the Split Brain Human Computer Interface..* Paper. Society of Literature and Science. Atlanta. GA

2000 Sept. *(De) Constructing the Irish Famine Memorial in Contemporary Quebec. A Response.* An Gorta Mor – The Great Hunger: An Interdisciplinary Assessment. Conference. Quinnipiac University.

2000 Aug CONSCIOUSNESS REFRAMED III–3rd International CAiiA Research Conference, Newport, Wales. "The Bicameral Mind and the Split-Brain Human Computer Interface."

2000 June ED-MEDIA 2000-The Educational Multi-media Conference, Montréal, PQ. "The Prototype Design of a Split-Brain Human Computer Interface."

2000 Feb. APPLIED INFORMATICS, IASTED, Innsbruck, AU. "The Split-Brain Human Computer Interface."

1999 Oct. Creativity & Cognition, University of Loughborough, UK. "The Split-Brain Computer Interface."

1999 August SIGGRAPH'99 Educator Conference, Los Angeles, CA. Paper: "The Teacher's Midlife Crisis: Moore's Stairmaster of the Fittest."

1998 Nov VIRTUAL SYSTEMS MULTI-MEDIA (VSMM'98), Gifu, Japan. Paper: "Speculations on the Split-Brain Human Computer Interface."

1998 Sept. ISEA'98, Manchester, UK. Paper: Speculations on the Split-Brain Human Computer Interface Paper: "Techno@fetish.tribe/techno-gardism~ a time released diaspora."

1998 Aug CONSCIOUSNESS REFRAMED II-2nd International CAiiA Research Conference, Newport Wales. Paper: "Speculations on the Split-Brain Human Computer Interface."

1998 July SIGGRAPH'98 Educator Conference, Orlando, FL. Paper: "Digital Image/Sound: A Double Major."
 1998 Feb. CAA. Toronto, CA. Paper: "Techno@fetish.tribe/techno-gardism~a time released diaspora."

EXHIBITIONS (partial list)

2025 March. Los Angeles Center for Digital Art (LACDA), Los Angeles, CA. "Electron Salon," Group Exhibition of AI generated digital prints from the series "Kaiseisan Daijingu Ki Series."

2024–25 Dec.–Jan. "To The Touch" at the Ely Center of Contemporary Art(ECOCA). *Prefabricated: Safdie-Klee*–a touch-activated digital work.

2024 Dec. "Prerogatives of Power series," AI Generated Portraits. Twenty-fourth First Saturdays show @iiiiotae, gallery and artist space in New Haven, CT.

2024 Nov. Los Angeles Center for Digital Art (LACDA), Los Angeles, CA. "Electron Salon," Group Exhibition of AI generated digital prints from the series "Prerogatives of Power."

2024-5 Sept. Jan. "Shifting Senses," Perspectives Gallery@Whitney Center, Hamden, CT. Group exhibition including *The Poetics of Mass Weighted Median Diameter. Interactive Installation*. Touch interactive installation.

2024 Oct.–Nov. "Postcards to Venice," Online exhibit sponsored by ODETTA Digital in collaboration with the SHIM Art Network, Palazzo Pisani Revedin and online, a satellite program during the 60th International Art Exhibition of La Biennale di Venezia 2024. AI generated digital prints from the series "Prerogatives of Power." <https://odettagallery.com/postcards-to-venice>

2024 October Los Angeles Center for Digital Art (LACDA), Los Angeles, CA. "Reboot and Reunion Inaugural Exhibit" Group Exhibition of AI generated digital prints from the series "Prerogatives of Power."

2023-4 Nov.–Jan. Ely Center for Contemporary Art, New Haven, CT. *Ways of Seeing* Exhibition. *Rectangular Harmony (after Klee)*, *The Poetics of Mass Weighted Median Diameter. Interactive Installation*.

2023 Jan.–Feb. Washington Art Association, Members Exhibition. *Rectangular Harmony (after Klee)*

2022 Jan.–Feb. Washington Art Association, Members Exhibition. *Vanitas I – Memento Mori*.

2019 November ART SPACE New Haven City Wide Open Studios, Yale West Haven Campus, West Haven, "The Poetics of Mass Weighted Median Diameter" Interactive Installation.

2019 June IEEE GEM Exhibit, the Center for Collaborative Arts and Media, at Yale University as part of IEEE GEM (Games, Media and Entertainment) "The Poetics of Mass Weighted Median Diameter." Interactive Installation.

2018 April–May Odetta Gallery, Brooklyn (Bushwick), New York, NY. Group Show as part of Creative Tech Week CODE DEPENDENT. "The Poetics of Mass Weighted Median Diameter" Interactive Installation.

2018 June Games for Change 2018 XR Summit & Brain Jam, Parsons School of Design, New York, 3 Day VR Game Jam. Project Title and Presentation: "Me, Myself, and I: A Game-based Approach to Study Experiences of Bodily Self-Consciousness Using fMRI."

2017 June–July Los Angeles Center for Digital Art, Electron Salon. *Perception/Deception*. Digital Print.

2017 June–July Odetta Gallery, Brooklyn (Bushwick), New York, NY. Invocation, Group Show. "The Curious Cabinet of Persistence and Change" Interactive Installation.

2017 March Codes & Modes, Hunter College, New York, NY. Installation exhibition: "The Split-Brain Dichoptic Human Computer Interface."

2016 May HARVESTWORKS & New York Creative Tech Week, *Prerogatives of Power*. Interactive Installation. New York, NY.

2015 Fall The Gallery at Whitney Center, Shared Resources, Selfie Glitch. Installation. Hamden, CT.

2014 Sept.–Nov. Pratt Manhattan Gallery, Sleuthing the Mind, *Split Brain (Dichoptic) Interface: Thomas v. Hill 1999/2014*. Interactive Installation. New York, N.Y.

2014 ACMSIGGRAPH Digital Arts Community (DAC). *The Aesthetics of Gameplay*. Curator. Online.

2013-4 Dec.–Jan. 10th Annual SNAP TO GRID, the (UN) Juried Exhibit at the Los Angeles Center for Digital Art.

2013 January TECHFEST, Indian Institute of Technology, Mumbai, India. Invited Exhibitor.

2012 Intuition and Ingenuity. Exhibition in Celebration of the Life of Alan Turing. *The Automatic Confession Machine: A Catholic Turing Test*. Interactive installation. Venues:

2012, Sept. 22-23 VICTORIA & ALBERT MUSEUM Digital Design Weekend – London, UK. July 2-6
 AISB/IACAP World Congress 2012 – Birmingham, UK Mar. 23-24 LOVEBYTES – Sheffield, UK.

2012, Feb. 17-26 LIGHTHOUSE, Brighton Science Festival – Brighton, UK.

2012, Feb. 9-12 KINETICA ART FAIR – London, UK.

2011-12 Dec.–Jan. Ripple Effect. Group Exhibition Sponsored by the Arts Council of Greater New Haven. 756 Chapel Street, New Haven, CT. *Signifying Nothing*. Light Projection Installation.

2011 Oct.–Nov. 50th Anniversary Exhibit. "I Think it's Conceptual." John Slade Ely House Center for Contemporary Art, New Haven, CT. *PUSH FOR FIRE: HOMMAGE TO JIM DINE*. Interactive Video Installation.

2011 Feb. 10th Hotel: Room to View Video in the Built in Environment, Group exhibition sponsored by the v1b3 and the College Art Association. The Hilton Hotel New York, NY. *PULL FOR FIRE: HOMMAGE TO JIM DINE*. Interactive Video Installation.

2011 Feb.-Mar. M'DOR L'DOR (From Generation to Generation). Exhibition & Auction. The Jewish Community Center of Greater New Haven, Woodbridge, CT Interactive Door Installation.

2010 Fall Albert Schweitzer Institute. Quinncipiac University. Exhibition of Photography: *Las Ventanas y Las Puertas de Leon, Nicaragua*.

2009-10 Dec.-Jan. Orchard Street Shul Cultural Heritage Artists Project: A Multi-media Art Exhibition. John Slade Ely House Contemporary Art Center, New Haven, CT. *Remember and Forgetting*. Interactive Touch Sensitive Display.

2009 Jul.-Oct. *Exposition Ingres et Les Modernes*. Musée Ingres, Montauban, France.
A Portrait of Vlada Petic (after Ingres). Exhibition of digital portrait.

2009 Summer New Haven Arts Council/Haskins Laboratories, New Haven. Installations.

2008 Oct. AIRS3. City-Wide Open Studios 2008. Hamden, CT. *Don't Push Me*. Interactive Digital Video Installations.

2007 Oct. Artspace's 10th Annual City-Wide Open Studios. Main Exhibition/Alternative Space. Hamden, CT. *Identity Swipe, SUBMIT*. Computer Installations

2007 Aug. ACM-SIGGRAPH 2007 Art Gallery, 34th International Conference on Computer Graphics and Interactive Techniques, San Diego, CA *The Automatic Confession Machine: A Catholic Turing Test*. Interactive installation.

2007 May. The Boston CyberArts Festival. 2007 Cyberarts Gala. Hotel@MIT, Cambridge, MA *Touching the Sacred and the Profane*. Interactive installation.

2006 Nov. iDMAa. The fourth international iDMAa Digital Media Conference. National University, San Diego, CA. *Suprematist Composition V*. Interactive digital video/sound installation.

2006 Oct. Art Space City Wide Open Studios Alternative Space. *Requiem for a School Left Behind*, Sound Installation. 'decommissioned' Hamden Middle School. Hamden, CT.

2006 Jul.-Aug. ACM-SIGGRAPH 2006 Art Gallery, 33rd International Conference on Computer Graphics and Interactive Techniques, Boston, MA *Suprematist Composition V*. Interactive digital video/sound installation.

2005 Oct. *Hide & Seek*, Hans Weiss New Space Gallery, Manchester Community College. *Suprematist Composition I,II, III*. Interactive Digital Video Installation.

2005 Sept.- Oct. Pixel Pops, City Gallery, New Haven, CT. *Homage to the Square Animated*. Stereoscopic Prints.

2005 Aug. ACM-SIGGRAPH 2005 Art Gallery, 32nd International Conference on Computer Graphics and Interactive Techniques, Los Angeles, CA *Homage to the Square*. Print.

2005-2006 ACM-SIGGRAPH 2005 Art Gallery Traveling Exhibition. *Homage to the Square*. Print.

2005 June. "IN THE ROUND". John Slade Ely House, New Haven, CT *Suprematist Composition, Homeland Security*.

2005 June. "IN THE ROUND". Arts Council of Greater New Haven, CT. *Homage to Circle*

2004 Aug. ACM-SIGGRAPH 2004 Art Gallery, 31st International Conference on Computer Graphics and Interactive Techniques, Los Angeles, CA *Decline & Fall*, Installation.

2004 June "Shifting Affinities" exhibition at the Yale University School of Art, Green Hall Gallery, New Haven, CT, "The Automatic Confession Machine (ACM)

2003-04 Winter "Grand Street Projects" New Haven, CT, "Surface Tension" Installation.

2003 Oct. Open Studios, New Haven, CT. *The VR Situation Comedy Series*.

2003 Sept.- Oct. Arts + Literature Laboratory. (*The Numbers Are for My Use*) Interactive Poetry Collaboration with Mark Johnston. New Haven, CT

2003 Aug. Sept. ALL-D. Arts + Literature Laboratory. New Haven, CT. *Genderbender* Installation.

2003 Aug. ACM-SIGGRAPH 2003 Art Gallery, 30th International Conference on Computer Graphics and Interactive Techniques, San Diego, CA, A Portrait of Vlada Petric. *Computer Graphics Print*.

2003 June-July The Divided World. Festival of Arts and Ideas. The Art of Historical Revelation: The World of Deceivers & Deceived. York Square Cinema Gallery. *The VR Situation Comedy*

2002 Oct. *Thumbnail Sketches Project*. Open Studios, The Pirelli Building. New Haven, CT.

2002 Summer *8 Reflections on Time*, John Slade Ely House. New Haven, CT.

2001 July-Aug. *Visions of Elvis*. Gallery 218, Milwaukee, WI

2001 June *Desperately Seeking V-Elvis*. DIGITAL MEDIA CENTER FOR THE ARTS, Yale University.

2000 Oct. *Being Human: A Portrait*. PABA Gallery, New Haven, CT. Group Exhibition, Digital Portraits

1999 Spring Digital code / Cultural patterns. University of Texas at Dallas, GENDERBENDER Web Site.

1998 Dec. Le Centre international d'art contemporain de Montréal (CIAC), Oeuvres Electronique, GENDERBENDER Web Site.

1998 July ARTSITE, SIGGRAPH98, Orlando, FL, GENDERBENDER Web Site.

1997 Sept. ISEA-97, Art Institute of Chicago, Chicago, IL, GENDERBENDER Web Site.

1997 Sept. Meme Me: Identity in the Replication Age, Artemisia Gallery, Chicago, IL, ACM Web Site.

1997 Sept. FLESHFACTOR, Ars Electronica Festival, Linz Austria, GENDERBENDER Web Site.
 1997 May BODY ELECTRIC, The Third Annual Vancouver Electronic Arts Festival/Vancouver,
 TransVerse wOr[L]ds Volume2 of DigitaleArTh, GENDERBENDER Web Site
 1996 Summer IMAGES DU FUTUR, Montréal, QC, GENDERBENDER interactive installation.
 1996 Spring THE LIGHT FACTORY PHOTOGRAPHIC ARTS CENTER, Charlotte, NC – “The Next Wave: digital revision,”
 The Automatic Confession Machine (ACM).
 1996 Feb. THE CYBERFESTIVAL OF LISBONNE, Lisbon, Portugal – The Automatic Confession Machine.
 1995 April THE WEXNER CENTER FOR THE VISUAL ARTS, Ohio State University, Columbus, OH – “The Processing of
 Perception,” The Automatic Confession Machine (ACM).
 1994 Sept. COMPUTER MUSEUM/DECORDOVA MUSEUM, Boston, MA – “THE COMPUTER IN THE STUDIO,” The
 Automatic Confession Machine.
 1994 June LANDESGALERIE, Linz, Austria – “20 Years of Ars Electronica,” Automatic Confession Machine.
 1994 June GOTTLIEB DUTTWEILER INSTITUTE, Zurich, Switzerland, The Automatic Confession Machine.
 1994 June SWISS ENGINEERING, Montreux, Switzerland, The Automatic Confession Machine.
 1994 May DIGITAL MEDIA AWARDS, Toronto, ONT, The Automatic Confession Machine.
 1994 Summer IMAGES DU FUTUR, Montréal, QC, The Automatic Confession Machine.
 1993 Nov. ISEA'93, Minneapolis, MN. – The Automatic Confession Machine.
 1993 Aug. SIGGRAPH ART SHOW, Anaheim, CA – “MACHINE CULTURE,” Automatic Confession Machine.
 1993 Feb. The Second Avant-garde Fiction Festival, Brown University, Providence RI –
 UNSPEAKABLE PRACTICES,” The Automatic Confession Machine.
 1993 Feb. Le Galerie ARTS TECHNOLOGIQUES du CENTRE COPIE_ART, Montréal, QC – “STILL MOVEMENT,” an
 exhibit of prints and videos. One Person Exhibition.
 1991 March BRADLEY INTERNATIONAL, University of Illinois, IL Juried Exhibition.
 1991 Jan. FIRST NIGHT '91, Boston, MA – “INCUNABULUM,” Project light & fabric installation.
 1990 Sept. PROVINCETOWN ART ASSOCIATION, Provincetown, MA – Juried Members Exhibition
 1990 July NEW FROM THE USA, Sao Paulo, Brazil – Screening of “TERRAIN”
 1990 March GLASSBORO STATE COLLEGE, Glassboro, NJ – “DIGITAL 90,” Group Exhibition
 1990 Jan. PHILADELPHIA ART ALLIANCE, Philadelphia, PA – “Sanity is Madness,” “TERRAIN”
 MILLS GALLERY/BOSTON CENTER FOR THE ARTS, Boston, MA – Group Exhibition.
 1989 Spring REAL ART WAYS, Hartford, CT – Computer graphics prints and video exhibit. One Person Exhibition.
 1989 May GALLERY 28, Boston, MA – “TERRAIN,” Computer graphics prints and video. One Person Exhibition.
 1987 Aug. THE SKYLIGHT GALLERY, Boston, MA – Computer graphics prints and video. One Person Exhibition.
 1982 Oct. THE CENTER FOR ADVANCED VISUAL STUDIES, MIT, Cambridge, MA – “LABYRINTHOS,” A
 computer controlled, interactive, architectural environment. One Person Exhibition.
 1981 Jan. ALTERNATE SPACE GALLERY AT WEST BROADWAY, New York, NY – “CIRCLES OF CONFUSION,”
 Exhibition of projected light environment. One Person Exhibition.
 1979 Oct. ALTERNATE SPACE GALLERY AT WEST BROADWAY, New York, NY – “1340-43,”
 Exhibition of projected light and Fabric environment. One Person Exhibition.

MUSIC/THEATER/VIDEO/DANCE PRODUCTIONS

2011 Sept. 9/11 Commemoration: Quinnipiac University, Hamden, CT. Piano Performance
 2010 June 21 *Making Music New York* Location: The Cathedral Church of St. John the Divine, People's Garden,
 111th Street at Amsterdam. Piano Performance
 2010 Sept. 9/11 Commemoration: Quinnipiac University, Hamden, CT. Piano Performance
 2009 Sept. Remembrance 9/11 Quinnipiac University, Hamden, CT. Piano Performance.
 2008 Sept. Remembrance 9/11 Quinnipiac University, Hamden, CT. Piano Performance.
 2007 July United Nations Benefit Concert for THE UNICEF FOR SUDAN FUND and THE
 INTERNATIONAL CHILDREN'S FUND - PROJECT FOR MY BROTHER'S KEEPER
 ORPHANAGE IN MONROVIA, LIBERIA on the occasion of the retirement of Mary Kristine
 Garvey. Dag Hammarskjöld Auditorium. United Nations, New York, New York.
 2007 June Concert @ 963 State Street. Brenton Evans Piano, New Haven.
 2006 Sept. Remembrance 9/11 Quinnipiac University, Hamden, CT. Piano Performance.
 2004 Sept. Remembrance 9/11 The First Congregational Church, Hamden, CT. Piano Performance.
 2003 Sept. Remembrance 9/11 The Space, Hamden, CT. Piano Performance.
 2003 April Kidz Corps. Roncalli Senior Citizen Health Care Community. Piano Performance.
 2002 Sept. Remembrance 9/11 Quinnipiac University, Hamden, CT. Piano Performance.
 1994 Oct. BIRDSONGS OF THE MESOZOIC, Massachusetts College of Art Tower
 Auditorium, Boston, MA – Computer controlled interactive lighting and projection.
 1993-94 NOUVELLE ECRITURE D'HISTOIRE: Video – Co-production of UQAM, TVO, TELUQ
 1991-92 VIDEO AT THE SPACE GALLERY, Boston, MA – Screenings of work in “Video Poetry,” “Computer Video”,
 and “Dance Videos.”
 1986 August REMY CHARLIP, American Repertory Theater, Harvard Summer Dance – Lighting design.
 1985 Dec. THE PERFORMING GARAGE, New York, NY – Computer graphic projections for Richard Scheckner's

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| | “Prometheus Project.” |
| 1983 Oct. | SKY ART FESTIVAL, Munich, West Germany – “International Alarm,” Computer music composed for installation and performance piece by Otto Piene. |
| 1980 Sept. | THE New York CITY OPERA, The State Theater, Lincoln Center, NY – Slide projection design for “Le Pecheur de Perles” by Bizet. |
| 1980 May | THE MARTHA GRAHAM DANCE COMPANY, The Metropolitan Opera House, Lincoln Center, NY – Slide projection design for “Frescoes.” |
| 1979 July | BALLET NACIONAL DE CUBA, The Metropolitan Opera House, Lincoln Center, NY – Composed electronic music for “Leda and the Swan” by Alicia Alonso. |
| 1979 May | THE OPERA COMPANY OF BOSTON, The Savoy Theater, Boston, MA – Slide projection design for Sarah Caldwell's production of the “Icebreak” by Sir Michael Tippett. |
| 1979 Mar. | THE NEW YORK CITY OPERA, The State Theater, Lincoln Center, NY – Slide projection design for “Miss Havisham's Fire” by Dominic Argento. |
| 1978 Dec. | THE NIKOLAIS DANCE THEATER, The City Center, NY – Slide projection design for “Aviary, a ceremony for Bird People” by Alwin Nikolais. |

PROFESSIONAL EXPERIENCE

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| 1988-1991 | Self-employed. Cambridge, MA. Consultant/Computer Graphics, Design. |
| 1986-1988 | Image Engineering Corp., Consultant/Design & Development. |
| 1984-1985 | Spinnaker Software Corp. Cambridge, MA. Computer Game Artist/Designer Engineering. |
| 1983-1984 | Parker Brothers, Danvers, MA. Supervisor, Computer Graphics & Sound, Applied Technology Group, Games. |

CURRENT & PREVIOUS PROFESSIONAL MEMBERSHIPS

Higher Education Video Game Alliance (HEGVA), ACM-SIGGRAPH (Association for Computing Machinery - Special Interest Group in Computer Graphics), IEEE, Society of Literature, Science and the Arts, College Art Association, The Connecticut Association of the Arts and Sciences, Member Yale Center for Bioethics & Technology.