

BILL TOMLINSON

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ACADEMIC APPOINTMENTS

<i>University of California, Irvine</i>	2003-present
Associate Professor (with tenure), Informatics Department	2009-present
Researcher, California Institute for Telecommunications and Information Technology (Calit2)	2003-present
Courtesy Appointment, Drama Department	2006-present
Program Faculty, Arts Computation Engineering (ACE) program	2006-present
Assistant Professor, Informatics Department	2003-2009
Assistant Professor, Drama Department	2003-2006
Core Faculty, ACE program	2003-2006
Associate Director for External Relations, ACE program	2005-2006
<i>University of Central Florida</i>	2003
Visiting Assistant Professor of Digital Media	
Visiting Research Associate, Institute for Simulation and Training	
<i>MIT Media Laboratory</i>	1997-2002
Research Assistant, Synthetic Characters Group	1997-2002
Creative Consultant, Robotic Life Group	2002
<i>California Institute of the Arts</i>	1994-1996
Teaching Assistant; Equipment staff	

EDUCATION

Ph.D. in Media Arts and Sciences, <i>Massachusetts Institute of Technology</i>	2002
Dissertation: Synthetic Social Relationships for Computational Entities	
M.S. in Media Arts and Sciences, <i>Massachusetts Institute of Technology</i>	1999
Thesis: Interactivity and Emotion through Cinematography	
M.F.A. in Experimental Animation, <i>California Institute of the Arts</i>	1996
Thesis Film: Shaft of Light	
A.B. cum laude in general studies, Biology Concentration, <i>Harvard College</i>	1994

PUBLICATIONS

Peer-Reviewed Journal and Law Review Papers

- JR10. A. Torrance, B. Tomlinson. 2009. "Patent Expertise and the Regress of Useful Arts." In: Southern Illinois University Law Journal. (Accepted for publication.)
- JR9. L. Lewis, R. Black, B. Tomlinson. 2009. "Let Everyone Play: An Educational Perspective on Why Fan Fiction Is, or Should Be, Legal." In: International Journal of Learning and Media. Vol. 1(1). MacArthur Foundation/MIT Press. p. 67-81.
- JR8. B. Tomlinson, M. L. Yau, E. Baumer, J. Ross, A. Correa, G. Ji. 2009. "Richly Connected Systems and Multi-Device Worlds." In: *PRESENCE: Teleoperators and Virtual Environments*. Vol. 18, No. 1. p. 54-71. MIT Press.
- JR7. B. Tomlinson. 2009. "A Proximate Mechanism for Communities of Agents to Commemorate Long Dead Ancestors." In: *Journal of Artificial Societies and Social Simulation*. Vol. 12, No. 1, online. 6,494 words.
- JR6. A. Torrance, B. Tomlinson. 2009. "Patents and the Regress of Useful Arts." In: *Columbia Science and Technology Law Review*. Vol. 10. Online. 39pp.
- JR5. B. Tomlinson, E. Baumer, M. L. Yau, F. L. Carpenter, R. Black. 2008. "A Participatory Simulation for Informal Education in Restoration Ecology." In: *E-Learning*. Vol. 5, No. 3. Online. p. 238-255.

- JR4. B. Tomlinson. 2005. "Social Characters for Computer Games." In: *International Journal of Interactive Technology and Smart Education, Special Issue on Social Learning through Gaming*. Vol. 2, No. 2. p. 101-115.
- JR3. B. Tomlinson. 2005. "From Linear to Interactive Animation: How Autonomous Characters Change the Process and Product of Animating." In: *ACM Computers in Entertainment*. Vol 3. No. 1. Online. 20 pages.
- JR2. B. Blumberg, M. Downie, Y. Ivanov, M. Berlin, M. P. Johnson, B. Tomlinson. 2002. "Integrated Learning for Interactive Synthetic Characters." In: *ACM Transactions on Graphics* (Proceedings of SIGGRAPH '02). Annual Conference Series, ACM. Vol. 21, No. 3, p. 417-426.
- JR1. B. Tomlinson. 1999. "Dead Technology." In: *Style*. Vol. 33, No. 2, p. 316-335.

Peer-Reviewed Book Chapters

- BR3. E. Baumer and B. Tomlinson. 2009. "Relationships between the Processes of Emergence and Abstraction in Societies." In Trajkovski, G. and Collins, S. (eds.) *Handbook of Research on Agent-Based Societies: Social and Cultural Interactions*. Hershey, PA: IGI-Global.
- BR2. E. Baumer and B. Tomlinson. 2005. "Institutionalization Through Reciprocal Habitualization and Typification." In: Second NASA/JPL Workshop on Radical Agent Concepts (WRAC). NASA Goddard Space Flight Center, Greenbelt, MD. Published in *Innovative Concepts for Autonomic and Agent-Based Systems, Lecture Notes in Computer Science*, Vol. 3825, p. 122-134, Springer-Verlag, 2006.
- BR1. B. Tomlinson, B. Blumberg. 2003. "AlphaWolf: Social Learning, Emotion and Development in Autonomous Virtual Agents." In: First GSFC/JPL Workshop on Radical Agent Concepts (WRAC). NASA Goddard Space Flight Center, Greenbelt, MD. January 2002. Published in *Innovative Concepts in Agent-Based Systems, Lecture Notes in Computer Science*, Vol. 2564, p. 35-45, Springer-Verlag, 2003.

Peer-Reviewed Conference and Symposium Proceedings – Full Papers

- CF14. E. Baumer, B. Tomlinson, J. Hansen, and L. Richland. 2009. "Fostering Metaphorical Creativity Using Computational Metaphor Identification." In: ACM Conference on Creativity & Cognition. (Berkeley, CA).
- CF13. E. Baumer, J. Sinclair, D. Hubin, and B. Tomlinson. 2009. "metaViz: Visualizing Computationally Identified Metaphors in Political Blogs." In: The IEEE Symposium on Social Computing (SocialCom). (Vancouver, BC, Canada).
- CF12. E. Baumer, B. Tomlinson, and L. Richland. 2009. "Computational Metaphor Identification: A Method for Identifying Conceptual Metaphors in Written Text." In: The Second International Analogy Conference (Analogy'09). (Sofia, Bulgaria).
- CF11. E. Baumer, L. Richland, and B. Tomlinson. 2009. "Applying Computational Metaphor Identification to Middle School Students' Writing about Cellular Reproduction." National Association for Research in Science Teaching Annual Conference (NARST). (Garden Grove, CA).
- CF10. E. Baumer, M. Sueyoshi, and B. Tomlinson. 2008. "Exploring the Role of the Reader in the Activity of Blogging." In: ACM Conference on Human Factors in Computing Systems (CHI 2008). Florence, Italy. p. 1111-1120.
- CF9. B. Tomlinson. 2008. "Prototyping a Community-Generated, Mobile Device-Enabled Database of Environmental Impact Reviews of Consumer Products." In: Hawai'i International Conference on System Sciences (HICSS), Social Spaces Minitrack. Big Island, HI. 10 pages.
- CF8. E. Baumer, B. Tomlinson. 2006. "The Interconnected Roles of Abstraction and Emergence in Artificial Societies." In: AAI Fall Symposium. Interaction and Emergent Phenomena in Societies of Agents. Arlington, VA. 9 pages.
- CF7. T. Alspaugh, B. Tomlinson, E. Baumer. 2006. "Using Social Agents to Visualize Software Scenarios." ACM Symposium on Software Visualization (SOFTVIS'06). p. 87-94.
- CF6. B. Tomlinson, M. L. Yau, E. Baumer. 2006. "Embodied Mobile Agents." In: Fifth International Joint Conference on Autonomous Agents & Multi Agent Systems (AAMAS), Hakodate, Japan. p. 969-976.
- CF5. B. Tomlinson. 2005. "Negative Behavior Space in the Design of Interactive Agents." In: Artificial Intelligence and Interactive Digital Entertainment (AIIDE 05) Conference. Marina del Rey, CA. AAAI Press. 6 pages.

- CF4. B. Tomlinson, M. Downie, M. Berlin, J. Gray, D. Lyons, J. Cochran, B. Blumberg. 2002. "Leashing the AlphaWolves: Mixing User Direction with Autonomous Emotion in a Pack of Semi-Autonomous Virtual Characters." In: Proceedings of the 2002 ACM SIGGRAPH Symposium on Computer Animation. San Antonio, TX. p. 7-14.
- CF3. B. Tomlinson, B. Blumberg. 2001. "Social Behavior, Emotion and Learning in a Pack of Virtual Wolves." In: 2001 AAAI Fall Symposium "Emotional and Intelligent II: The Tangled Knot of Social Cognition." North Falmouth, MA. 6 pages.
- CF2. B. Tomlinson, B. Blumberg, B. Rhodes. 2000. "How Is an Agent Like a Wolf?: Dominance and Submission in Multi-Agent Systems." In: International ICSC Symposium on Multi-Agents and Mobile Agents in Virtual Organizations & E-Commerce (MAMA 2000). Wollongong, Australia. 6 pages.
- CF1. B. Tomlinson, B. Blumberg, D. Nain. 2000. "Expressive Autonomous Cinematography for Interactive Virtual Environments." In: Proceedings of the Fourth International Conference on Autonomous Agents (Agents 2000). Barcelona, Catalonia, Spain. p. 317-324.

Invited Full Conference Papers

- CIF1. B. Blumberg, B. Tomlinson, M. Downie. 2001. "Multiple Conceptions of Character-Based Interactive Installations." In: Proceedings of Computer Graphics International. Hong Kong. p. 5-11.

Peer-Reviewed Conference Proceedings – Short Papers

- CS10. Huang, E.M., Blevis, E., Mankoff, J., Nathan, L., & Tomlinson, B. 2009. Workshop: Defining the Role of HCI in the Challenges of Sustainability. In Extended Abstracts of the Twenty-Seventh Annual SIGCHI Conference on Human Factors in Computing Systems (Boston, MA, USA, April 04-09, 2009). CHI '09. ACM, New York, NY.
- CS9. P. Dourish, G. Hayes, L. Irani, C. Lee, S. Lindtner, B. Nardi, D. Patterson, B. Tomlinson. 2008. "Informatics at UC Irvine." ACM Conference on Human Factors in Computing Systems (CHI 2008) Extended Abstracts (Research Landscapes). 6 pages.
- CS8. E. Baumer, B. Tomlinson. 2007. "Questioning the Technological Panacea: Three Reflective Questions for Designers." ACM Conference on Human Factors in Computing Systems (CHI 2007) Extended Abstracts (alt.chi). 9 pages.
- CS7. B. Tomlinson, E. Baumer, M. L. Yau, P. MacAlpine, L. Canales, A. Correa, B. Hornick, A. Sharma. 2007. "Dreaming of Adaptive Interface Agents." ACM Conference on Human Factors in Computing Systems (CHI 2007) Extended Abstracts (Trends - Interactivity). 6 pages.
- CS6. B. Tomlinson, M. L. Yau, E. Baumer, S. Goetz, L. Carpenter, R. Pratt, K. Young, C. May-Tobin. 2006. "The EcoRaft Project: A Multi-Device Interactive Graphical Exhibit for Learning About Restoration Ecology." In: ACM Conference On Human Factors In Computing Systems (CHI 2006), Work in Progress. Montreal, Canada. p. 1445-1450.
- CS5. G. Elliott, B. Tomlinson. 2006. "PersonalSoundtrack: Context-aware playlists that adapt to user pace Embodied Mobile Agents." In: ACM Conference On Human Factors In Computing Systems (CHI 2006), Work in Progress. Montreal, Canada. p. 736-741.
- CS4. B. Tomlinson, M. L. Yau and J. Gray. 2005. "Heterogeneous Character Animation: How to make an interactive character jump between stationary and mobile graphical computers" In: SIGGRAPH 05 Sketches. Los Angeles, CA. 1 page.
- CS3. B. Tomlinson. 2005. "A Heterogeneous Animated Platform for Educational Participatory Simulations." In: 10th Computer Supported Collaborative Learning (CSCL 05) Conference. Taipei, Taiwan. p. 677-681.
- CS2. B. Tomlinson, M. L. Yau, J. O'Connell, K. Williams, S. Yamaoka. 2005. "The Virtual Raft Project: A Mobile Interface for Interacting with Communities of Autonomous Characters." In: Conference Abstracts and Applications, ACM Conference On Human Factors In Computing Systems (CHI 2005). Portland, OR. p. 1150-1151.
- CS1. B. Tomlinson, B. Blumberg. 2002. "Synthetic Social Relationships in Animated Virtual Characters." In: From Animals to Animats 7. Proceedings of the Seventh International Conference on the Simulation of Adaptive Behavior (SAB '02). Edinburgh, UK. p. 401-402.

Peer-Reviewed Workshop Proceedings and Conference Posters

- W14. B. Tomlinson. 2009. "Broadening Human Horizons through Green IT." In ACM CHI 2009 Conference on Human Factors in Computing Systems, Workshop on Defining the Role of HCI in the Challenges of Sustainability. Boston, MA. 3 pages.
- W13. E. Baumer, M. Sueyoshi, and B. Tomlinson. 2008. "Examining Privacy in Blogging from the Reader's Perspective." In Poster Session, Second International Conference on Weblogs and Social Media (ICWSM 2008). Seattle, WA. 2 pages.
- W12. E. Baumer and B. Tomlinson. 2008. "Computational Identification of Conceptual Metaphors in Communities of Blogs." In Poster Session, Second International Conference on Weblogs and Social Media (ICWSM 2008). Seattle, WA. 2 pages.
- W11. E. Baumer, B. Tomlinson. 2008. "Dream-like Interfaces and Computational Dreaming." In: ACM Conference On Human Factors In Computing Systems (CHI 2008), Workshop on Night and Darkness: Interaction after Dark. Florence, Italy. 2 pages.
- W10. A. Torrance, B. Tomlinson. 2007. "A Multi-User Interactive Patent Simulation System." Fifth Annual Works in Progress Intellectual Property Colloquium. Washington, DC.
- W9. M. L. Yau, J. Moore, Z. Ji, M. Roland, B. Tomlinson. 2007. "Persistence and Propagation of Shadow Direction in Mobile and Multi-Device Graphics." In: SIGGRAPH 07, Research Posters. San Diego, CA.
- W8. E. Baumer, B. Tomlinson. 2007. "Advocating Polytheoretic Evaluation of Interactive Art and New Media." In: ACM Conference On Human Factors In Computing Systems (CHI 2007), Workshop on HCI and New Media: Methodology and Evaluation. San Jose, CA. 4 pages.
- W7. T. Alspaugh, E. Baumer, B. Tomlinson. 2006. "On a Mixed-Methods Evaluation of a Social-Agent Scenario Visualization." Fourth International Workshop on Comparative Evaluation in Requirements Engineering (CERE '06), September 2006. 6 pages.
- W6. M. L. Yau, J. Z. Moore, B. Tomlinson. 2006. "Interactive Lighting Design for Multi-device Virtual Environments." In: SIGGRAPH 2006 Posters. 1 page.
- W5. B. Tomlinson, E. Baumer, M. L. Yau. 2006. "The Island Metaphor." In: SIGGRAPH 2006 Posters. 1 page.
- W4. E. Baumer, B. Tomlinson. 2005. "Synthetic Social Construction for Autonomous Characters." In: AAAI 05 Conference, Workshop on Modular Construction of Human-Like Intelligence. Pittsburgh, PA. 7 pages.
- W3. B. Tomlinson, J. Gray, M. L. Yau. 2005. "Multiple Virtual Rafts: A Multi-User Paradigm for Interacting with Communities of Autonomous Characters." In: ACM Conference On Human Factors In Computing Systems (CHI 2005), Late Breaking Results (Interactive Poster). Portland, OR. p. 1833-1836.
- W2. B. Tomlinson. 2005. "Designing Affective Interaction Paradigms for Animated Characters." In: Human Computer Interaction Consortium Winter Meeting (HCIC 05). Fraser, CO. 10 pages.
- W1. B. Tomlinson. 2004. "Using Human Acting Skill to Measure Empathic Value in Heterogeneous Characters." In: Third International Joint Conference on Autonomous Agents and Multi-Agent Systems (AAMAS), Workshop on Empathic Agents. New York, NY. 6 pages.

Invited Professional Magazines and Newsletters

- MI4. B. Tomlinson. 2008. "A Call for Pro-Environmental Conspicuous Consumption in the Online World." In: *ACM Interactions*. Vol. 15, No. 6. Nov/Dec 2008. Sustainably Ours forum, edited by E. Blevis.
- MI3. R. T. Pratt, F. L. Carpenter and B. Tomlinson. 2006. "The EcoRaft Project: An Interdisciplinary Approach to Teaching Lessons in Ecological Restoration." In: *Bulletin of the Ecological Society of America*. Vol. 87, No. 2. April 2006, p. 176-182.
- MI2. B. Tomlinson, B. Blumberg. 2002. "Social Synthetic Characters." In: *ACM SIGGRAPH Computer Graphics*. Vol. 36, No. 2, p. 5-7. Visfiles column, edited by Bill Hibbard.
- MI1. M. Downie, B. Tomlinson, B. Blumberg. 2002. "Developing an Aesthetic: Character-Based Interactive Installations." In: *ACM SIGGRAPH Computer Graphics*. Vol. 36, No. 2, p. 33-36.

Invited Art Catalogs

- A2. Synthetic Characters Group (B. Tomlinson, M. Downie, M. Berlin, J. Gray, A. Wong, R. Burke, D. Isla, Y. Ivanov, M. Johnson, D. Lyons, J. Cochran, B. Yong, B. Blumberg). 2003. "AlphaWolf." In: J. Shaw and P. Weibel (eds.) *Future Cinema: The Cinematic Imaginary after Film*. MIT Press: Cambridge, MA. p. 458-459
- A1. Synthetic Characters Group (B. Tomlinson, M. Downie, A. Benbasat, J. Wahl, D. Stiehl, B. Blumberg). 1999. "sand:stone - Artist Statement." In: *Leonardo*. Vol. 32, No. 5, p. 462-463.

Theses

- T2. W. Tomlinson. 2002. "Synthetic Social Relationships for Computational Entities." Doctoral Dissertation. MIT Program in Media Arts & Sciences. 202 pages.
- T1. W. Tomlinson. 1999. "Interactivity and Emotion through Cinematography." Master's Thesis. MIT Program in Media Arts & Sciences. 77 pages.

Popular Press

- PP1. B. Tomlinson. 1997. "The Sundance Kid." Philadelphia City Paper, 1/30/97. 2260 words.

Miscellaneous

- M1. B. Tomlinson. 2008. Foreword to: R. O'Neill. 2008. "Digital Character Development: Theory and Practice." Morgan Kaufmann.

CREATIVE WORK

Interactive Installations

- I26. "Dreaming of Adaptive Interface Agents," B. Tomlinson, E. Baumer, M. L. Yau, P. MacAlpine, L. Canales, A. Correa, B. Hornick, A. Sharma. ACM CHI 2007 Conference, Interactivity Venue, San Jose, CA
- I25. "Normative Echoes: Use and manipulation of player generated content by communities of NPCs," E. Baumer, B. Tomlinson, M. L. Yau, T. Alspaugh. AI in Interactive Digital Entertainment (AIIDE) conference, 2006, Marina del Rey, CA
- I24. "EcoRaft Project," B. Tomlinson, M. L. Yau, E. Baumer, S. Goetz, L. Carpenter, R. Pratt, K. Young, C. May-Tobin, G. Chiang, B. Hornick, S. Marinov, U. McMahan, R. Moodey, E. Ramos, C. Yoho. Next05 Conference, 2005, Copenhagen, Denmark
- I23. "AlphaWolf," B. Tomlinson, M. Downie, M. Berlin, J. Gray, A. Wong, R. Burke, D. Isla, Y. Ivanov, M. Johnson, D. Lyons, J. Cochran, B. Yong, B. Blumberg. Discovery Science Center, 2005, Santa Ana, CA
- I22. "EcoRaft Project," Discovery Science Center, 2005, Santa Ana, CA
- I21. "Virtual Raft/EcoRaft Project," B. Tomlinson, M. L. Yau, J. Gray, J. O'Connell, K. Williams, S. Yamaoka, S. Goetz, E. Baumer. ACM SIGGRAPH 2005, Emerging Technologies, Los Angeles, CA
- I20. "Virtual Raft Project," Games, Learning and Society 2005 Conference, Madison, WI
- I19. "Virtual Raft Project," Computer Supported Collaborative Learning 2005, Taipei, Taiwan
- I18. "Virtual Raft Project," ACM CHI 2005 Conference, Interactivity Venue, Portland, OR
- I17. "AlphaWolf," Computing Commons Gallery, 2004, Arizona State University, Tempe, AZ
- I16. "AlphaWolf," Festival Int'l Nouveau Cinema Nouveaux Medias 2003, Montreal, Canada
- I15. "AlphaWolf," Beall Center for Art and Technology, 2003, University of California, Irvine, CA
- I14. "Difference Project," B. Tomlinson *et al.*, Digital Media Alliance Florida Showcase 2003, Orlando, FL
- I13. "Difference Project," UCF Digital Media 2003 Spring Showcase, Orlando, FL
- I12. "AlphaWolf," Kiasma, 2003, Future Cinema, Helsinki, Finland
- I11. "AlphaWolf," ZKM Center for Art & Media, 2002-3, Future Cinema, Karlsruhe, Germany
- I10. "CyberFauna," C. Breazeal *et al.*, Smithsonian National Design Triennial, Cooper-Hewitt National DesignMuseum, 2002, New York, NY
- I9. "AlphaWolf," Ars Electronica 2002, Linz, Austria
- I8. "AlphaWolf," Game Developers Conference 2002, Morgan Kaufmann Booth, San Jose, CA

- I7. "AlphaWolf," ACM SIGGRAPH 2001, Emerging Technologies, Los Angeles, CA
- I6. "sheep|dog: Trial by Eire," B. Blumberg *et al.*, Electronic Entertainment Expo 2001, Los Angeles, CA
- I5. "sand:stone," B. Tomlinson *et al.*, 7th New York Digital Salon, 1999, New York, NY
- I4. "(void*): A Cast of Characters," B. Blumberg *et al.*, ACM SIGGRAPH 99, Emerging Technologies, Los Angeles, CA
- I3. "Swamped!," B. Blumberg *et al.*, ACM SIGGRAPH 98, Emerging Technologies, Orlando, FL
- I2. "Toco the Toucan," D. Roy *et al.*, ACM SIGGRAPH 97, Emerging Technologies, Los Angeles, CA
- I1. "Boxed In," B. Tomlinson and L. Tomlinson, ArtFronts Partnership, Philadelphia, PA

Film Screenings/ Distribution

- F26. "Shaft of Light," Directed by B. Tomlinson, 16mm. stop-motion animated film. Distributed by the Anti-Defamation League in its Anti-Bias/Diversity Catalog.
- F25. "Shaft of Light," Sci-Fi Channel, EXPOSURE, 2000-01
- F24. "Shaft of Light," Bravo Channel, 1997-00
- F23. "Shaft of Light," Independent Film Channel, 1997-00
- F22. "Shaft of Light," Cinanima, Espinho, Portugal, 1998
- F21. "Shaft of Light," Florida Film Festival, Orlando, FL, 1998
- F20. "Shaft of Light," Denver International Film Festival, Denver, CO, 1998
- F19. "Shaft of Light," Atlanta International Film Festival, Atlanta, GA, 1998
- F18. "Shaft of Light," Directors Guild of America, Los Angeles, CA, 1997
- F17. "Shaft of Light," Taos Talking Pictures, Taos, NM, 1997
- F16. "Shaft of Light," World Animation Celebration, Los Angeles, CA, 1997
- F15. "Shaft of Light," Black Maria Film Festival, Toured US, including Boston Museum of Fine Art, 1997
- F14. "Shaft of Light," GenArt Film Festival, New York, NY, 1997
- F13. "Shaft of Light," Medicine Wheel Film Festival, Tempe, AZ, 1997
- F12. "Shaft of Light," New Orleans International Short Film Festival, New Orleans, LA, 1997
- F11. "Shaft of Light," New York Expo of Short and Documentary Film, New York, NY, 1997
- F10. "Shaft of Light," Philadelphia Festival of World Cinema, Philadelphia, PA, 1997
- F9. "Shaft of Light," Sundance Film Festival, Park City, UT, 1997
- F8. "Shaft of Light," Uppsala International Short Film Festival, Uppsala, Sweden, 1996
- F7. "Shaft of Light," Sinking Creek International Short Film Festival, Nashville, TN, 1996
- F6. "Shaft of Light," Albany International Short Film Festival, Albany, NY, 1996
- F5. "Shaft of Light," Bilbao International Festival of Documentary and Short Film, Bilbao, Spain, 1996
- F4. "Shaft of Light," Armchair Film Festival, New York, NY, 1996
- F3. "Shaft of Light," Brussels Int'l Festival of Fantasy, Thriller & Science Fiction, Brussels, Belgium, 1996
- F2. "Shaft of Light," Palm Springs International Short Film Festival, Palm Springs, CA, 1996
- F1. "Boot Camp," directed by Harvard College VES 50 class, 16 mm. documentary film. Stanford University Film Festival, Stanford, CA

Web Projects

- WP5. PatentGame. 2008. Online legal/business simulation to test value of patent system. Collaboration with Andrew Torrance (KU law professor) and Bryant Hornick. Presented by Professor Torrance at:

- Workshop on Impacts of Open and User Innovation on Intellectual Property Law, MIT/Harvard, Cambridge, MA. 2009.
 - Fish & Richardson Law Firm, Boston, MA. 2009.
 - Governance of New Technologies: The Transformation of Medicine, Information Technology and Intellectual Property, University of Edinburgh, Edinburgh, Scotland, United Kingdom. 2009.
 - Washington University School of Law Junior Faculty Regional Workshop, Saint Louis, MO. 2009.
 - Stanford Law School, BioLaw and Health Policy Society, Palo Alto, CA. 2009.
 - Intellectual Property Scholars Roundtable, Drake Law School, Des Moines, IA. 2009.
 - Polsinelli Shughart PC, lunchtime speaker to Intellectual Property Group, Kansas City, MO. 2008.
 - Central States Law Schools Association, University of Southern Illinois School of Law, Carbondale, IL, 2008.
 - University of Ottawa Faculty of Law, Ottawa, Ontario, Canada, 2008.
 - University of Louisville School of Law, Louisville, KY, 2008.
 - Works In Progress In Intellectual Property 2008 Conference, Tulane University School of Law, New Orleans, LA.
 - Midwest Law and Economics Association Annual Conference, Northwestern University School of Law, Chicago, IL, 2008.
 - University of Oregon School of Law, Eugene, OR, 2008.
 - Midwest Law & Society Conference, University of Wisconsin, Madison, WI, 2008.
 - Harvard Business School-MIT User and Open Innovation Conference, Harvard Business School, Allston, MA, 2008.
 - Conference on Innovation and Communications Law, Turku University School of Law, Turku, Finland, 2008.
 - American Institute of Chemical Engineers 2008 Process Development Symposium, The Berkshires, Hancock, MA, 2008.
 - Kauffman Global Scholars Program, Kauffman Foundation, Kansas City, MO, 2008.
 - 2007 Works In Progress In Intellectual Property 2007, American University School of Law, Washington, D.C.
 - First plenary session of the 2007 Intellectual Property Scholars Conference, DePaul University College of Law, Chicago, IL.
- WP4. CalFireHelp. 2007. Community web site designed overnight with 20 undergraduates to help match evacuees from the 2007 California wildfires with host families. Available at <http://calfirehelp.com>
- WP3. Trackulous. 2007. Community web site designed to allow people to track things about their life – gas mileage, pages printed, etc. Focused on tracking relating to environmental issues, but also useful for health, fitness, relationships, etc. Available at <http://trackulous.com>
- WP2. GreenScanner. 2006. Community web site for mobile phones to access environmental reviews of consumer products via UPC codes. Collaboration with Joel Ross and several other students. Available at <http://greenscanner.net>
- WP1. ABCDecide. 2000. Community web site for asking and answering multiple choice questions about your life. Collaboration with Andrew Torrance.

Patent Applications

- P3. US Utility Patent Application (with Bryant Hornick and Andrew Torrance), “Interactive Simulation of a Patent System,” 8/07

- P2. US Utility Patent Application (with Man Lok Yau), “A Platform for Seamless Multi-device Interactive Digital Content,” 3/06
- P1. US Utility Patent Application (with Andrew Torrance), “Collecting User Responses Over a Network,” 12/01

Graphic Art

- GA1. Cover Art for: V. Kaptelinin and B. A. Nardi, 2006, *Acting with Technology: Activity Theory and Interaction Design*, MIT Press, Cambridge, MA.

HONORS & AWARDS

NSF CAREER Award - \$500,000, “An Agent-Based Approach to Human-Computer Interaction for Systems of Collocated Devices”, PI.	2007-2012
NSF BPC Award - \$599,723, “American Indian Summer Institute in Computer Science: Linking Native Culture to Computer Game Culture.” Co-PI, with Dan Frost (PI), Amelia Regan and Suzanne Schaefer.	2008-2011
Amazon Web Services grant, \$1,200 in service for “ResearchWatch.net”	2009-2010
Amazon Web Services grant, \$6,000 in service for “ICS5: Environmental Issues in IT course”	2009-2010
Alfred P. Sloan Research Fellowship, Computer Science - \$50,000.	2008-2010
NSF CreativeIT Award - \$200,000, “Computational Metaphor Identification for Supporting Creativity in Science Education”, PI, with Co-PI Lindsey Richland.	2008-2010
NSF REU Award - \$15,995, “Green IT and Multi-Device Systems”, supplement to CAREER Award, PI.	2008
Finalist, 2007 Toshiba Green Innovation Award. One of six finalists in Orange County, CA.	2007
Nominee, 2007 Rockefeller Foundation New Media Fellowship. One of sixty national nominees.	2007
Equipment grant (value ~\$1,000), Microsoft Research, for “GreenScanner.”	2006
Nominee, 2006 Tech Museum Awards, Environmental category, for “EcoRaft Project.”	2006
Nominee, 2006 Rockefeller Foundation New Media Fellowship. One of sixty national nominees.	2006
Winner, Nicholas Foundation Prize for Cross-Disciplinary Research \$80,000 award for “EcoRaft Project” (with F. Lynn Carpenter).	2005
Finalist, Peoria Prize for Creativity, “Virtual Raft Project.” One of three national finalists.	2005
Finalist, Microsoft New Faculty Fellowship. UCI Nominee and one of eleven national finalists.	2005
Grand Prize, Interactive category, Digital Art Awards 2002, Keio University, for “AlphaWolf.”	2002
Honorary Mention, Interactive Art, Prix Ars Electronica 2002, for “AlphaWolf.”	2002
Choice of the Jury, Cinanima, for “Shaft of Light.”	1998
Official Selection, Sundance Film Festival, for “Shaft of Light.”	1997
2nd Place, The Jim Henson Award for Best Stop Motion Produced by an Independent World Animation Celebration, for “Shaft of Light.”	1997
Eagle, CINE, for “Shaft of Light.”	1997
Director’s Choice, Black Maria Film Festival, for “Shaft of Light.”	1997
Production Grant, The ArtFront Partnership, \$1,500 award for “Boxed In” (with Lynn Tomlinson).	1996

LECTURES & PRESENTATIONS

- L68. Presenter, College Art Association, 2009 Annual Conference, Los Angeles, CA
- L67. Keynote Visionary Panelist, Technolink Association’s Technology Forecast, 2008, Los Angeles, CA
- L66. Panelist, Innovation and Globalization in Green conference, 2008, Irvine, CA

- L65. Presenter, American Marketing Association Summer Marketing Educators' Conference, 2008, San Diego, CA
- L64. Presenter, Ecological Society of America (ESA), 2008 Annual Meeting, Milwaukee, WI
- L63. Guest Lecture, Film 3250: Animation History and Practice, Prof. Lynn Tomlinson, 2008, Cornell U., Ithaca, NY
- L62. Presenter, OCTANe Meet the Researchers, 2008, Irvine, CA
- L61. Presenter, UC Day: UC Goes Green, 2008, Capitol Lawn, Sacramento, CA
- L60. Presenter, Global IT Academy, 2008, Brea Olinda High School, Brea, CA
- L59. Lecture, National University of Singapore, 2007, Singapore
- L58. Panelist, "Real IP in a virtual world: IP issues arising out of virtual characters and scenes in online video games," International Bar Association, 2007, Singapore
- L57. Presenter, Games + Learning + Society conference, 2007, Madison, WI
- L56. Presenter, Living Game Worlds III, Georgia Tech, 2007, Atlanta, GA
- L55. Workshop Leader, Sally Ride Science Festival for Girls, 2007, Irvine, CA
- L54. Presenter, Global IT Academy, 2007, Brea Olinda High School, Brea, CA
- L53. Visionary Panelist, Technolink Association's Technology Forecast, 2006, Los Angeles, CA
- L52. Lecture, Osher Lifelong Learning Institute, 2006, Calit2, Irvine, CA
- L51. Panelist, Games for Change Conference, 2006, New York, NY
- L50. Presenter, Dell Executive Briefing, 2006, Austin, TX
- L49. Panelist, "The EcoRaft Project", Massive: The Future of Networked Multiplayer Games, 2006, Calit2, Irvine, CA
- L48. Lecture, "Designing Multidevice Games for Museum-Based Ecology Education", Game Developers Conference 2006, Serious Games Summit, San Jose, CA
- L47. Panelist, "Serious Games in 45-minutes: How Do We Make Classroom Learning Work", Moderated by James Gee, Game Developers Conference 2006, Serious Games Summit, San Jose, CA
- L46. Research Presentation, Digitas, 2005, New York, NY
- L45. Lecture, Educational Communication & Technology program, 2005, New York University, New York, NY
- L44. Panelist, Games for Change Conference, 2005, New York, NY
- L43. Lecture, Institute of Applied Art, 2005, National Chiao Tung University, Hsinchu, Taiwan
- L42. Panelist, Workshop on Creative Industries, Consulate General of the Netherlands, 2005, Los Angeles, CA
- L41. Participant, Microsoft Research Social Computing Symposium, 2005, Redmond, WA
- L40. Guest Lecture, Human-Computer Interaction Seminar, Prof. Terry Winograd, 2005, Stanford University, Stanford, CA
- L39. Visionary Panelist, Technolink Association's Technology Forecast, 2004, Los Angeles, CA
- L38. Participant, Collaboration in Ecology: A Workshop, 2004, University of California, Irvine, CA
- L37. Workshop Leader (with Sara Goetz), Science Festival for Girls, Sally Ride Science Club, 2004, Irvine, CA
- L36. Artist's Lecture, 2004, Arizona State University, Tempe, AZ
- L35. Cornell SIGCHI Distinguished Lecturer Series, 2004, Cornell University, Ithaca, NY
- L34. Panelist, Self-Organizing Systems Conference: rEvolutionary Art, Science and Literature, 2004, University of California, Los Angeles, CA
- L33. Lecture, ACM SIGCHI, Orange County Chapter, 2004, Irvine, CA
- L32. Guest Lecture, Film 324: Experimental + Traditional Animation Workshop, Prof. Lynn Tomlinson, 2004, Cornell University, Ithaca, NY

- L31. Artist's Lecture, Festival Nouveau Cinema Nouveaux Media, 2003, Montreal, Canada
- L30. Meet the Artists, Beall Center for Art + Technology, 2003, University of California, Irvine, CA
- L29. Lecture, Department of Design|Media Arts, 2003, University of California, Los Angeles, CA
- L28. Lecture, Computer Science Department, 2003, University of California, Los Angeles, CA
- L27. Lecture, Institute for Studies in the Arts, 2003, Arizona State University, Tempe, AZ
- L26. Lecture, 2003, Hampshire College, Amherst, MA
- L25. Lecture, ACE Program, 2003, University of California, Irvine, CA
- L24. Lecture, Interactive Media Program, 2003, University of Southern California, Los Angeles, CA
- L23. Lecture, Program in Technocultural Studies, 2003, University of California, Davis, CA
- L22. Lecture, Association for Computing Machinery (ACM), UCF Chapter, 2003, Orlando, FL
- L21. Roundtable participant, "At the Intersection of Art and Science," Southern California Conference on Undergraduate Research, 2002, CalTech, Pasadena, CA
- L20. Lecture, Institute for Creative Technologies, 2002, University of Southern California, Marina del Rey, CA
- L19. Lecture, College for Creative Studies, 2002, Detroit, MI
- L18. Lecture, Center for Research in Computing and the Arts, 2002, University of California, San Diego, CA
- L17. Lecture, School of Electrical Engineering and Computer Science, 2002, University of Central Florida, Orlando, FL
- L16. A. Louis Medin Modeling & Simulation Seminar Series, Texts & Technology Program and Institute for Simulation & Training, 2002, University of Central Florida, Orlando, FL
- L15. Lecture, iEAR Studio, 2002, Rensselaer Polytechnic Institute, Troy, NY
- L14. Lecture, Division of Animation & Digital Arts, 2002, University of Southern California, Los Angeles, CA
- L13. Guest Lecture, Media Studies, Prof. Machiko Kusahara, 2002, University of California, Los Angeles, CA
- L12. Cambridge University Moving Image Studio/MIT workshop, 2001, Cambridge University, Cambridge, UK
- L11. Keynote (for B. Blumberg), International Conference on Virtual Storytelling, 2001, Avignon, France
- L10. Workshop Leader (with Prof. B. Blumberg and Prof. C. Breazeal), "Workshop on Embodied Presence," 2001 Fall Sponsor Week, The Media Laboratory, Massachusetts Institute of Technology, Cambridge, MA
- L9. Lecture, Metapolis Think Tank, 2001, Barcelona, Catalonia, Spain
- L8. Lecture, Entertainment in the Interactive Age conference, 2001, University of Southern California, Los Angeles, CA
- L7. Lecture, Future Film Festival, 2001, Bologna, Italy
- L6. Lecture (with R. Burke), Living Architectures Summit, 2000, New Media Institute, Banff, Canada
- L5. Lecture, FMX2K, 2000, Stuttgart, Germany
- L4. Paradigm Lecture Series, 2000, University of the Arts, Philadelphia, PA
- L3. Lecture, Eliot House Senior Common Room, 1998, Harvard University, Cambridge, MA
- L2. Lecture, Tokyo Toy Show, 1998, Tokyo, Japan
- L1. Artist's Lecture, Uppsala International Short Film Festival, 1996, Uppsala, Sweden

COURSES

Green IT, undergraduate course, UCI	SQ2009 (in progress)
Advanced User Interface Architecture, graduate course, UCI	SQ2008
Social Analysis of Computerization, undergraduate course, UCI	FQ2008

	FQ2007
	SQ2007
	SQ2006
	WQ2005
Computer Games as Art, Culture & Technology, first-year undergrad. course, UCI	FQ2008-SQ2009 (in progress)
	FQ2007-SQ2008
	FQ2006-SQ2007
Informatics Graduate Seminar, UCI	SQ2007
Script Analysis, graduate course, UCI	WQ2006
Programming for Interactivity, graduate course, UCI	FQ2005
Computer Game Development, undergraduate course, UCI	SQ2005
Performance Theory, graduate course, UCI	FQ2004
Biomorphic Computing, graduate course, UCI	WQ2004
Autonomous Characters, graduate course, UCI	FQ2003

INTRAMURAL LECTURES

- IL30. Guest Lecture, Engineering 15: Problem Solving in Engineering, 2009, UCI
- IL29. Two Lectures, AISICS program, 2009, UCI
- IL28. Two Lectures, AISICS program, 2008, UCI
- IL27. Lecture, SURF-IT program, 2008, Calit2, UCI
- IL26. Lecture, CRITO Hour, 2008, Center for Research on Information Technology and Organizations, UCI
- IL25. Guest Lecture, Informatics 44, Prof. Bonnie Nardi, 2008, UCI
- IL24. Lecture, Focus the Nation, 2008, UCI
- IL23. Panelist, Games 3.0, Calit2, 2007, UCI
- IL22. Guest Lecture, Informatics 44, Prof. David Redmiles, 2007, UCI
- IL21. Guest Lecture, Informatics 163: Projects – Social/Org. Impacts of Computing, Prof. Bonnie Nardi, 2007, UCI
- IL20. Lecture, SURF-IT program, 2007, Calit2, UCI
- IL19. Invited Lecture, Honors Experience Day, Campuswide Honors Program, 2007, UCI
- IL18. Guest Lecture, CSE 90: Introduction to Systems Engineering, Prof. Jeff Foresta, 2007, UCI
- IL17. Lecture, SURF-IT program, 2006, Calit2, UCI
- IL16. Guest Lecture, Informatics 44: Seminar in Informatics, Prof. Roberta Lamb, 2006, UCI
- IL15. Guest Lecture, Film & Media Studies 112: Genre Study, Prof. Peter Krapp, 2005, UCI
- IL14. Guest Lecture, Film & Media Studies 85C: New Technologies and Visuality, Prof. Peter Krapp, 2005, UCI
- IL13. Guest Lecture, Informatics 44: Seminar in Informatics, Prof. Andre van der Hoek, 2005, UCI
- IL12. Guest Lecture, ICS 131: Social Analysis of Computerization, Prof. Bonnie Nardi, 2005, UCI
- IL11. Lecture, SURF-IT program, 2005, Calit2, UCI
- IL10. Program Leader, Mesa Court Undergraduate Housing, 2005, UCI
- IL9. Presenter, Arts Dean's Leadership Council, 2005, UCI
- IL8. Guest Lecture, ICS 200: Seminar in Research, 2004, UCI

- IL7. Seminar Leader, Faculty Forum, "Combining the Arts, Computation and Engineering," 2004, UCI
- IL6. Guest Lecture, Arts 1E: Digital Core, Prof. John Crawford, 2004, UCI
- IL5. Guest Lecture, ICS 131: Social Analysis of Computerization, Prof. Bonnie Nardi, 2004, UCI
- IL4. Guest Lecture, UCI Arts 1D: Digital Core, Prof. John Crawford, 2004, UCI
- IL3. Guest Lecture, ICS 131: Social Analysis of Computerization, Prof. David Redmiles, 2003, UCI
- IL2. Guest Lecture, ICS 197/200: Honors Seminar, 2003, UCI
- IL1. Guest Lecture, Introduction to Media Studies, Prof. Glorianna Davenport, 1998, MIT

PROFESSIONAL SERVICE

Workshop Co-Organizer, Defining the Role of HCI in the Challenges of Sustainability, ACM CHI Conference on Human Factors in Computing Systems (with Elaine Huang, Eli Blevis, Jen Mankoff, and Lisa Nathan)	2009
Reviewer, ACM CHI Conference on Human Factors in Computing Systems	2007-2009
Review Panelist, National Science Foundation (two directorates, five panels, chair of one panel)	2005-2008
Reviewer, Morgan Kaufmann Publishers	2004, 2008
Reviewer, MIT Press	2008
Program Committee, Autonomous Agents and Multiagent Systems (AAMAS) conference (Special Track on Virtual Agents)	2008
Reviewer, IEEE Computer Graphics and Applications journal	2007
Organizer, Panel on the Global Environment and Digital Media, ACM SIGGRAPH Art Gallery Panelists: William Brent (UCSD), Heitor Capuzzo (FUMG), Natalie Jeremijenko (UCSD), Michael Moshell (UCF), Vibeke Sorensen (ASU), Shahrokh Yadegari (UCSD)	2007
Reviewer, ACM SIGGRAPH Conference, Art Gallery	2007
Co-Organizer, Workshop on the State of the Art in Academic Computer Game Research (with Bonnie Nardi) Included 20 game researchers from universities and research labs.	2006
Reviewer, American Educational Research Association (AERA)	2006
Session Chair, ACM SIGGRAPH Emerging Technologies Sketches	2006
Organizer, Museums and Games Panel, Games for Change conference Panelists: H. Borrelli (AMNH), C. Brunner (CCT), L. Majzlin (NYU), R. O'Neill (Pratt)	2006
Reviewer, ACM Transactions on Computer-Human Interaction (TOCHI)	2006
Reviewer, International Symposium on Mixed and Augmented Reality (ISMAR 06)	2006
Reviewer, Adaptive Behavior, Special Issue on Mechanisms of Action Selection	2006
Reviewer, International Journal of Continuing Engineering Education and Life Long Learning	2006
Jury, SIGGRAPH 2006 Emerging Technologies program	2006
Program Committee, SID 2006: Social Intelligence Design	2006
Member, Scientific and Creative Advisory Board, The Darwin Project, Boston, MA	2004-2005
Reviewer, Netherlands Organization for Scientific Research	2004
Reviewer, NASA Research in Intelligent Systems	2004
Reviewer, ACM Transactions on Computer-Human Interaction	2003
Reviewer, IEEE MultiMedia	2003
Program Committee, International Conference on Virtual Storytelling	2003

Organizer, NextArt Interactive Media Forum, Florida Film Festival Panelists: Rebecca Allen (UCLA), Ken Perlin (NYU)	2003
Reviewer, International Journal of Human-Computer Studies Special Issue on Applications of Affective Computing in Human-Computer Interaction	2002
Session Chair, Emotions in social behavior and adaptation II & III, AAAI Fall Symposium	2001

UNIVERSITY SERVICE

Division Council, California Institute for Telecommunications & Information Technology	2005-present
Graduate Admission, Recruiting and Outreach Committee (chair), Department of Informatics, UCI	2007-2009
Graduate Policy Recruitment and Admissions Committee, Bren School of ICS, UCI	2007-2009
Mentor, NSF Mt. SAC STEM Summer Bridge Program	2009
Undergraduate Recruiting and Outreach Committee, Department of Informatics, UCI	2006-2007
Student Outreach, Access and Retention Board, Bren School of ICS, UCI	2005-2007
Mentor, CA MESA Advanced Science and Technology Academies of Research	2007
Calit2 Emulex Fellow Review Committee	2006
Associate Director for External Relations, ACE Program, UCI Responsible for fundraising, recruitment of students and other external relations duties.	2005-2006
Admissions Committee, Department of Informatics, UCI	2004-2006
Academic Senate Committee on Student Experience, UCI	2004-2006
Core Faculty, ACE Program, UCI Contributed to the design and development of a multidisciplinary graduate program: admissions, curriculum, facilities, website, lecture series, fundraising and student orientation & mentoring. ICS School Liaison. Advisor, Inaugural Graduation Show 2005.	2003-2006
Publicity Committee, Department of Informatics, UCI	2004
Faculty Advisor, Digital Media Spring Showcase, UCF	2003
Organizer, MIT Media Lab Colloquium Guest Speaker: Jules Engel, Founder and Director, CalArts Experimental Animation Program	1998

UNIVERSITY AFFILIATIONS

UCI Civic and Community Engagement minor, Affiliated Faculty	2008-present
UCI Center for Machine Learning and Intelligent Systems, Affiliated Faculty	2007-present
UCI Ada Byron Research Center	2003-present
UC Game Culture & Technology Lab	2003-present
UCI ACE Program, Program Faculty	2003-present

INTRAMURAL FUNDING/HONORS

PI, UCI Environment Institute grant (with Brett Sanders and L. Robin Keller)	2009-10
Co-PI, UCI Council on Research, Computing and Libraries (CORCL) grant for New Media Technologies and Civic Engagement (with Rebecca Black)	2008-09
UCI Faculty Career Development Award	2008-09
UCI Living Our Values Award Nominee	2008
PI, UCI Council on Research, Computing and Library Resources, travel funds	2007
UCI ICS Dean's Award for Undergraduate Teaching	2007

PI, Calit2 Event Sponsorship Grant for Interdisciplinary Computer Gaming Research workshop, with Tom Boellstorff, Peter Krapp, Falko Kuester, Bonnie Nardi, Robert Nideffer, Patricia Seed and Mark Warschauer.	2006
PI, UCI Council on Research, Computing and Library Resources (CORCLR) grant for Interdisciplinary Computer Gaming Research workshop.	2006
UCI Chancellor's Award for Excellence in Fostering Undergraduate Research	2006
UCI Faculty Career Development Award	2005-2006
UCI Planning Grant for First-year course – “Computer Games as Art, Culture and Technology”	2005-2006
UCI Claire Trevor School of the Arts Dean's Faculty Award for Excellence in Service	2005
UCI Honors Program, Selected by three UCI Honors undergraduate students as the “one faculty member who has made the greatest impact on his/her education at UCI.”	2005
PI, UCI ICS Fund for Excellence Collaborative Research Initiation Award, for “EcoRaft game”	2005
PI, UCI Council on Research, Computing and Library Resources, for “Virtual Raft Project”	2005
Faculty Desktop Computing Initiative, UCI Donald Bren School of Information & Computer Sciences	2005
Ted & Janice Smith Student/Faculty Recruitment grant	2004
PI, UCI Council on Research, Computing and Library Resources For “Autonomous Acting Partners Project”	2004
PI (with Bonnie Nardi), UCI School of Information and Computer Science Smith Family Seed Funding grant, for “Making Friends Project”	2004
PI, UCI Council on Research, Computing and Library Resources, “Handheld Prisoner's Dilemma Project”	2004
UCI School of Information & Computer Science travel grant to attend CRA Academic Careers Workshop	2003
MIT Media Lab Research Assistantship, Synthetic Characters Group	1997-2002

RESEARCH SUPERVISION

Post-Doctoral Scholars

Eric Baumer, UCI ICS Assistant Project Scientist	2009-present
Derek Lyons, UCI ICS Assistant Project Scientist	2009-present

Doctoral Students

Joel Ross, UCI ICS (Advisor)	2007-present
Nadine Amsel, UCI ICS (Advisor)	2008-present
Michael (Six) Silberman (Advisor)	2009-present
Eric Kabisch, UCI ICS (Advancement Committee Member)	2008-present
Eric Baumer, UCI ICS (Advisor)	2004-2009
Man Lok Yau, UCI ICS (Advisor)	2003-2007
Jeff Ridenour, UCI ICS (Advancement Committee Member)	2005-2007
Garnet Hertz, UCI Film & Media Studies (Advancement Committee Member)	2007
So Yamaoka, UCI Engineering program (Advancement Committee Member)	2006
Riley Pratt, UCI Ecology and Evolutionary Biology (Advancement Committee Member)	2006
Danielle Vellucci, UCI Chemistry (Advancement Committee Member)	2006
Justin Harris, UCI ICS (Advancement Committee Member)	2006

Master's Students

Josef Nguyen (Member)	2008-2009
Michael (Six) Silberman (Member)	2008-2009
Phoebe Lin, UCI ICS (Member)	2009
Mark Roland, UCI ACE program (Member)	2007-2008
Amy Lewis, UCI ACE program (Member)	2007
Greg Elliott, UCI ACE program (Member)	2005-2007

Matthew Cox, University of Miami MFA animation program (Member)	2005-2006
J. Adrian Herbez, UCI ACE program (Chair)	2004-2005
Sara Goetz, UCI ACE program (Research supervisor)	2004-2005
So Yamaoka, UCI ACE program (Research supervisor)	2003-2004
<i>Honors Undergraduate Students</i>	
Nitin Shantharam	2007-present
Andrew Zaldivar	2007-2009
Robert Simpson	2008-2009
Lauren Lewis	2008
David Hubin	2007-2008
Paul Mac Alpine	2006-2008
Andrew Correa	2006-2007
Jared Beam	2005-2007
Zack (Gang) Ji	2006-2007
Uel McMahan	2004-2006
Dung Nguyen	2003-2005
Nathan Ie	2003-2005

Supervised more than 40 undergraduate researchers at MIT, UCF and UCI from 1997-present. These students have gone on to graduate programs at MIT (5), Carnegie Mellon (3), UCI (2), USC (2), Georgia Tech (1), and UCSD (1), and to professional positions at Google, Deloitte, Siemens, IBM, Obsidian Entertainment, Rockwell Collins, Irrational Games and Carnegie Mellon's Robotics Institute.

OTHER APPOINTMENTS

<i>Mattel, Inc.</i> , Intern, Design & Development Department	Jan. 1999
<i>Aquent, Inc.</i> , Web Designer and Graphic Designer	1996-1997

PROFESSIONAL MEMBERSHIPS

Association for Computing Machinery (ACM) (SIGGRAPH, SIGCHI)	2003-present
Association for the Advancement of Artificial Intelligence (AAAI)	2005-2007

SELECTED REVIEWS

- "Study says Patents Hurt Innovation," D. Oshiro, ReadWriteWeb blog, 7/2/09
- "New UCI website decodes political messages," G. Robbins, OC Register ScienceDude blog, 9/3/08
- "Study: Blog Reading Can Be Addictive," J. Weisenthal, Washington Post and CBSNews.com, 4/16/08
- "Habit-Forming Blogs: New Research Into Why People Read," T. Weber, Wall Street Journal, Buzzwatch blog, 4/15/08
- "Researchers peep into the bloggers' world," Economic Times, India, 4/10/08
- "Beginning blog-ology," A. Boyle, MSNBC.com Cosmic Log, 4/9/08
- "Study: Blog readers are creatures of habit," B. Gardiner, Wired.com GadgetLab blog, 4/9/08
- "Blog reading becomes a habit, study says," CBC News, 4/9/08
- "Two UCI scientists win prestigious Sloan Fellowships," G. Robbins, OC Register ScienceDude blog, 2/17/08
- "Friends – and strangers – take in evacuees," V. Scher and M. K. Seff, LA Times, 10/25/07
- "OC Lends helping hand to fire victims," G. Hardesty, R. Srisavasdi and E. M. Torres, OC Register, 10/24/07
- "Calit2 Looks Into the Games People Play," ACM TechNews, 7/16/07
- "Microsoft's A.U.R.A. project - information at your fingertips," R. Stewart, ZDNet.com 1/15/07

“Blog your groceries,” M. Ingram, globeandmail.com. 4/6/06. GreenScanner project also linked/blogged by: worldchanging.com, grist.org, researchbuzz.org, smartmobs.com, ecogeek.org, supervegan.com and numerous other sites.

“Innovators in O.C. Technology,” Orange County Register, 10/23/05

“Ecology research as good green fun,” T. Chuang, Orange County Register, 10/17/05

“Birds fly off the screen to teach ecology,” L. Pickoff-White, Washington Times, 6/14/05

“The Virtual Raft Project: Bridging the Virtual and Physical Worlds,” T. Ricker, 5/19/05
<http://www.engadget.com/entry/1234000667043876/>

“The State of Computer-Human Interaction,” Q. Norton, 4/14/05,
<http://www.oreillynet.com/pub/a/network/2005/04/14/CHI2005.html>

“Running with the virtual wolves,” W. Hermann, The Arizona Republic, 9/20/04

“Notable New Research,” A. Stern, grandtextauto.org, blog post, 11/20/03

“UCI Beall Ctr. Opens the Season with Virtual Wolf Exhibit,” Higher Learning, Nov/Dec ‘03

“Howl with the wolves,” T. Chuang, Orange County Register, 10/10/03

“The Intimate Machine,” Scientific American Frontiers, Host: Alan Alda, 10/22/02

“Pet Tech,” Scientific American Frontiers, Host: Alan Alda, 10/16/01

“Fresh Gear,” Tech TV, 9/22/01

“Dancing with virtual wolves,” A. Hermida, news.bbc.co.uk, 9/10/01

“Gadgetry Still Dazzles at Tech Conference, But Tech Slump Affects Turnout,” M. P. Grenier,
The Wall Street Journal, 8/22/01

“Where the Mona Lisa Meets the Motherboard,” G. Gaslin, LA Times, 8/17/01

“Computer Developers Aiming to Exterminate the Mouse,” A. Pham, LA Times, 8/14/01

“Feeling the virtual force in LA,” T. Logan, news.bbc.co.uk, 8/12/01

“Stretching it out at SIGGRAPH,” M. Stroud, www.wired.com, 8/11/01

“Exposure,” Sci-Fi Channel, Host: Lisa Marie, 4/28/01

“Banff Media Institute Living Architectures,” Leonardo Electronic Archive, Vol. 8, No. 12, 12/06/00

“Banff living architectures summit,” M. Locke, www.rhizome.org, 9/28/00

“Lights, Camera, Interaction,” D. P. Mahoney, Computer Graphics World, 4/00

“Sklave oder bester Freund?” W. Lackner, 3D Live, 4/00

“High Tech Entertainment,” CNN, 12/21/99

“Philadelphia,” M. Moss and R. Rice, Sculpture Magazine, 5/99

“Thinking' game characters in development,” USA Today, 8/11/99

“MIT designs toys of tomorrow,” R. Sykes, www.cnn.com, 12/21/98

“Siggraph Exhibit Gets a Lot of Hits,” K. Kaplan, LA Times, 8/11/97

“Critical Mass Art,” R. Rice, Philadelphia City Paper, 12/4/96

“Young filmmaker brings talents home,” C. McGroarty, Philadelphia Inquirer, 8/18/95

Updated:
7/5/2009