

WILL LUERS

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SUMMARY

Research / Art Practice

I am a media artist and researcher interested in the proliferating forms and expressive possibilities of web-based digital media: computational art, digital cinema and electronic literature. My current interests are in "cinema-writing" and digital art publishing.

Education

M.F.A, Columbia University, 1997

Current Position

Lecturer, The Creative Media and Digital Culture Program,
Washington State University, Vancouver

Authored Media Works

Video /net art 25
Web Apps 3
Print-on-demand Books 3
Web sites 17
Documentaries 7

Academic Scholarship

Published essays 6
Published media 7
Published book reviews 12
Awards and honors 3
Workshops 12
Artist talks 4
International and national conference presentations 12
University / public presentations 6
New media installations 6

EDUCATION

- 1997 M.F.A. Film Division, Columbia University
Concentration: Screenwriting
- 1987 B.A. Folklore and Folklife, University of Pennsylvania

ACADEMIC EMPLOYMENT

- 2010- Lecturer, Creative Media & Digital Culture
Washington State University, Vancouver, WA
- 2009-2010 Adjunct Professor, Creative Media & Digital Culture
Washington State University, Vancouver, WA
- 2006-2007 Assistant Professor, Media Arts Department
Pacific University, Forest Grove, OR

- 2005-2006 Adjunct Professor, Theater Arts
Portland State University, Portland, OR
- 1998-2000 Adjunct Professor, Critical Studies
Parson's School of Design, New York, NY
- 1998-99 Adjunct Professor, Film and Video
Hunter College, New York, NY

INTERNATIONAL & NATIONAL MEDIA ART & DIGITAL WORKS

- 2016 "novelling", HTML5/JavaScript
A recombinant digital novel that combines text, video and sound. It poses questions about the acts of reading and writing fiction, and inhabits the liminal space between the two activities.
- Publication
2016 New Binary Press, online, edited by James O'Sullivan, August, url: <http://newbinarypress.com/novelling/>
- Exhibitions & Screenings
2017-2018 The Turn On Literature Project, short-list for traveling exhibition, Roskilde, Denmark, (Oct- Nov, 2017), Bergen, Norway (Nov-Dec, 2017), Ramnicu Valcea, Romania (January 2018)
2017 FILE (Electronic Language International Festival), Sao Paulo, Brazil, June (accepted). url: <http://turnonliterature.eu/works/>
2016 Electronic Literature Organization Conference, Victoria, BC, Festival exhibition, August 5-28th 2016, url: <http://goo.gl/RJzllq>
2016 SoundVision, "The character thinks ahead", Recital Hall East, Sydney, Australia, November 20th
- 2014 "Phantom Agents", HTML5/JavaScript
An episodic cinematic fiction that programmatically weaves sequential narration with semi-random selections of text and video.
- Publication
2017 Infinity's Kitchen, Issue 8 online, August, url: forthcoming (accepted)
2016 Hyperrhiz 14: The Ends(s) of Electronic Literature: ELO 2015 Arts Program Summer 2016, online, edited by Roderick Coover and Scott Rettberg, url: <http://hyperrhiz.io/hyperrhiz14/featured-works/08-luers-phantom-agents.html>
- Exhibitions & Screenings
2015 Electronic Literature Organization Conference, Bergen, Norway, The End(s) of Electronic Literature Festival exhibition, August 5-28th 2015, url: <http://goo.gl/RJzllq>
2015 FILE (Electronic Language International Festival), Sao Paulo, Brazil, June 16th - August 16th. url: <http://goo.gl/sbdN8B>
- 2013 "Fingerbend", HTML5/JavaScript web book
A multimedia fiction that explores the liminality of the "web book" as a space between abundance and loss, novelty and familiarity, integration and dispersion.
- Publication
2014 Infinity's Kitchen, Issue 7 online, August, url: <http://infinityskitchen.com/>

fingerbend/

Exhibitions & Screenings

2014 FILE (Electronic Language International Festival), Sao Paulo, Brazil, September. url: <http://file.org.br/book/file-sp-2014/>

2013 Electronic Literature Organization Conference, Paris, France, BNF François-Mitterand, September 21-December 1st, 2013, url: [http:// gallery.dddl.eu/en/gallery/_fingerbend/](http://gallery.dddl.eu/en/gallery/_fingerbend/)

2013 "Motions", HTML5/JavaScript web book, a collaboration with Roger Dean and Hazel Smith

Motions takes human trafficking and contemporary slavery as its focus. Static and moving, variable and sequential, the piece presents programmed text, image and music fragments to evoke the subjective experience of enslavement in motion. No single 'page' is ever the same, but the work moves forward with a linear progression.

Publication

2016 Electronic Literature Collection, Volume 3, February, url: <http://collection.eliterature.org/3/>

2014 Digital Poetry for Drunken Boat, collected by Jhave. Drunken Boat, Issue 20, Winter, url: <http://glia.ca/2014/db/>

Performance/Exhibition

2016 Electronic Literature: A Matter of Bits, The Stedman Gallery, Rutgers University, Camden, NJ, September, January 19 through April 21, 2016

2014 FILE (Electronic Language International Festival), Sao Paulo, Brazil, September, url: <http://file.org.br/book/file-sp-2014/>

2014 The Other Room poetry reading series, The Castle Hotel, Manchester, July 2014 Amid the Ruins, Daniel Blau Gallery, London, UK, June

2014 Electronic Literature Organization Conference, Milwaukee, June 18-21st

2013 SoundVision 2013 , Recital Hall East, Sydney, Australia, November 30th

2013 "Hypnagogia", 6 min. video

a collaboration with Roger Dean and australYSIS

Hypnagogia is a state between wakefulness and sleep, in which dream-like impressions may cross the mind. Constructed specifically for a live performance called "Netting the Nodes" by Australysis (ensemble with trumpet, piano, live electronics) where sound generates simultaneous processing of video.

Exhibitions & Screenings

2015 "Unstable Signal: Glitch Video", VIVO Media Arts Centre, Vancouver, Canada. November 11th, url: <http://goo.gl/OirUc9>

2013 SoundVision 2013 , Recital Hall East, Sydney, Australia, November 30th

2013 "Second Thoughts", 5 min. video & text for iBook publication

A video/poetic response to a passage from the 11th-century Japanese classic *The Pillow Book of Sei Shonagon*, describing five things that quicken the heart.

Publication

2013 QUICKENED A Lyrical iBook For Postindustrial Doing, Edited by Adrian Miles , Axon Journal, Sydney, Australia, April 1st

2012 "Film of Sound", 10 min. video with 4ch sound, a collaboration with Roger

Dean and Hazel Smith

Constructed out of collaborative, indeterminate and remix processes, "Film of Sound" is a semiotic surface—a skin of image and text on the body of sound—that explores a number of continua from the pre-verbal to the articulated, from the glimpse to the gaze, from noise to music

Exhibitions & Screenings

2016 seenSound series at Loop Bar, Melbourne, Nov 9

2016 SILENCE, Guelph, Canada, May

2013 Experimental Film Festival Portland , Portland, OR, May 20-26

2013 Cordite Review: online journal of Australian poetry and poetics. 2013 Carlton South, Australia, April 1

2012 ArsTechnologica, Nospace Gallery & Media Lounge, Vancouver, WA, December

2012 Short takes on Long poems: A Trans -Tasman Symposium, Auckland University, March 29-30th

2012 Electronic Literature Organization Conference, Morgantown, WV, West Virginia University, Gallery show, June 20-23

2012 Literature and Music Conference, Lucian Blaga University, Sibiu, Romania May 10-12th

2012 Mix: Merging into Media Conference. Bath Spa University 16th-n18th July

2012 International Symposium on Electronic Art - ISEA 2012 Albuquerque: Machine Wilderness. Albuquerque, NM, September 19-24

2011 Australia at the Sydney Conservatorium of Music Sydney, Australia, December 19th

- 2011 "217 Views of the Tokkaido Line", video loop, html and javascript
Inspired by Japanese travel artists, this video journal of traveling the Tokaido train line is designed to evoke the surprising and ephemeral jolts of contemporary travel

Exhibitions & Screenings

2013 "Avenues of Access." The Modern Language Association Conference. Boston, MA; January

2012 Loud & Clear show at North Bank Gallery, Vancouver, WA

2011 iDMAa IDEAS Art Show, Savannah, GA, October 13-15

2013 SoundsRite, Volume 5 of online journal at Western Sydney University, in a collaboration between the MARCS Institute and the Writing and Society Research Centre, Sydney, Australia, ongoing

- 2009-2010 "The Walking Man" multiple versions: video loop, web serial, single channel
A fictional science documentary about the futile attempt to manage experience with technology

Exhibitions & Screenings

2012 "Electronic Literature." The 2012 Modern Language Association Conference. Seattle, WA; January

2012 Electronic Literature Organization Conference, Providence, RI, Brown University, Gallery show, June 20-23

2011 iDMAa 2011 IDEAS Art Show, Savannah, GA, October 13-15

2010 "Windows Into Art." curated by Dene Grigar and Karen Madsen. Vancouver, WA. June 4-July 5

2010 Loud & Clear show at North Bank Gallery, Vancouver, WA

2009 "Mediaartz" exhibit, North Bank Artists Gallery, Vancouver, WA

- 2008 "Time Quilts", loop series. HDV

A series exploring ambient cinema; sampled and remixed segments into asynchronous and nested loops

Exhibitions & Screenings

2008 Electronic Literature Organization Conference, Vancouver WA, Washington State University, media arts show, June

2008 "Foliage", 3 min. HDV
The breaking down of matter, colors and pixels

Exhibitions & Screenings

2008 Electronic Literature Organization Conference, Vancouver WA, Washington State University, media arts show, June, 2008

2007 "Bee Curious", 1 min. DV
Short ephemeral video with poetic text

Exhibitions & Screenings

2007 Pixelodeon, American Film Institute, Los Angeles, CA
2013 SoundsRite, Volume 5 of online journal at Western Sydney University, in a collaboration between the MARCS Institute and the Writing and Society Research Centre, Sydney, Australia, ongoing

2007 "A Flea Market Album", series of three-minute videos. DV
Five people interpret and speculate on the images in a found family photo album (accepted into the *Rhizome.org ArtBase*)

2006 "Sacred Harbor", 24 min. DV
documentary about religious rituals on the New York City waterfront; an experiential way to learn about the diverse religious communities, ideas and practices in New York City.

Exhibitions & Screenings

2007 Port Townsend Film Festival, Port Townsend, WA

1999 "When We Were Queens", 50 min. DV
Performance artist Sarah O'Connell's attempt to win a beauty pageant

Exhibitions & Screenings

2000 Brooklyn Museum of Art, Brooklyn, NY

1989 "Loci", 40 min. 3/4" video, Targa graphics and effects
Series of four shorts that used field and studio video combined with computer graphics to visually explore the life stages of plants

Exhibitions & Screenings

1989 Neighborhood Film and Video Project, Philadelphia, PA

1989 "Footfalls", 30 min. 3/4" video, stereo sound
Technical Director for adaptation of Samuel Beckett play. Screened at the Neighborhood Film and Video Project, Philadelphia, PA.

Exhibitions & Screenings

1989 Neighborhood Film and Video Project, Philadelphia, PA

1989 "Not I", 20 min. 3/4" video

Technical Director for adaptation of Samuel Beckett play.
Edinburgh Festival, Edinburgh, Scotland

Exhibitions & Screenings

1989 Edinburgh Festival, Edinburgh, Scotland

EDITORIAL DUTIES AND DIGITAL PUBLISHING AFFILIATIONS

- 2017 Managing Editor of the *Electronic Book Review*,
url: <http://www.electronicbookreview.com/about>
- 2017 CELL Catalog Editor, coordinator of a consortium of electronic literature
databases
url: <http://cellproject.net/>
- 2016 *Scalar* Designer for "Pathfinders : Documenting the Experience of Early Digital
Literature"
url: <http://scalar.usc.edu/works/pathfinders/index>

CONFERENCES PAPERS & ART PRESENTATIONS

International:

- 2017 "A Chance for Cinema-Writing in Electronic Literature"
*Electronic Literature Organization Conference: Affiliations, Communities,
Translations*
the affiliations between cinema and electronic literature through the spatial
practices of machine-writing
University Fernando Pessoa, Porto, Portugal, July 18-22
- 2016 "Getting Lost in Virtual Narratives"
Electronic Literature Organization Conference: Next Horizons
a talk about the uses of narrative frames in electronic literature and art
University of Victoria, Victoria, B.C, June 10-12
- 2015 "Having Your Story and Eating It Too: Affect and Narrative in Recombinant
Fiction"
*Electronic Literature Organization Conference: The End(s) of Electronic
Literature*
a talk about the challenges of narrative in recombinant fiction
University of Bergen, Bergen, Norway, August 5-7th
- 2013 "Make Me Think: Composing the Narrative Interface"
Electronic Literature Organization Conference: Locating the Text
a talk about integrating computation, design and narrative thinking
Paris, France, September 22
- 2013 "The Narrative Interface"
The Writing & Society Research Centre
presentation of ideas around multimedia composition
Sydney, Australia, Wednesday 20 March
- 2011 "Reinventing the Authorial Voice in the Database Narrative"

Database | Narrative | Archive Symposium

presentation and talk about my database documentary and archive: *The Father Divine Project*

Montreal, QB, Canada. 12-15 May 2011

- 2010 "The Father Divine Project: Expressing Human Complexity in the Database"
International Digital Media Arts Association (iDMAa)
presentation and talk about my database documentary and archive: *The Father Divine Project*
Vancouver, BC, Canada, November 4-6

National:

- 2012 "Constructing Film of Sound"
ISEA2012 Albuquerque: Machine Wilderness, the 18th International Symposium on Electronic Art
artist's talk and screening of *Film of Sound*, a digital collaboration with Roger Dean and Hazel Smith
Albuquerque, New Mexico, September 23
- 2011 "Mobile App Design: A Panel Discussion"
International Digital Media and Arts Association (iDMAa)
panel talk with colleagues on App Development and the Mobile Tech Research Initiative Summer 2011
Savannah, GA, October 13-15
- 2011 "The Networked Story"
Google's Science Communication Fellows Workshop, Google Headquarters
talk for climate scientists about the principles of digital storytelling
Mountain View, CA, June 13-15
- 2010 "Project Planning for Multimodal Scholarship: A Whiteboard Approach to *Designing Projects with Digital Video, Audio, and Images in Mind.*"
THATCamp Pacific Northwest
lead organizer and presenter for workshop, with Dene Grigar and John Barber (WSU)
Seattle, WA, October 23-24
- 2010 "The Walking Man", video screening
Electronic Literature Organization Conference, Media Arts Show
Providence, RI, June
- 2008 "Time Quilts", video loops
Electronic Literature Organization Conference, Washington State University,
Vancouver, WA

WORKSHOPS & SEMINARS

International:

- 2013 "Creating Digital Humanities Projects for the Mobile Environment"
Digital Humanities Summer Institute at the University of Victoria (DHSI)
workshop with colleagues on authoring mobile apps with HTML5, CSS3 and the jQuery Mobile Framework.

University of Victoria, Victoria, CA, June 2-6

- 2012 "Creating Digital Humanities Projects for the Mobile Environment"
Digital Humanities Summer Institute at the University of Victoria (DHSI)
workshop with colleagues on authoring mobile apps with HTML5, CSS3 and
the jQuery Mobile Framework.
University of Victoria, Victoria, CA, June 6-10

National:

- 2014 "Computation and Narrative"
talk/workshop with students in Mark Amerika's Digital Art class
University of Boulder, CO February 2-5
- 2011 Mobile Tech Research Initiative Summer 2011
The CMDC, Washington State University
authoring of an iPhone app for local auto company using HTML5, CSS3 and
the jQuery Mobile Framework.
Vancouver, WA, June-July
- 2011 Building Mobile Apps
Google
design and production of story-driven mobile apps with web authoring tools
for scientists at a Google conference on science communication
Mountain View, CA, June, 12-15
- 2010 "Project Planning for Multimodal Scholarship: A Whiteboard Approach
to Designing Projects with Digital Video, Audio, and Images in Mind"
*With John Barber, Brett Oppegaard, and Will Luers. THATCamp: The
Humanities and Technology Camp.*
Seattle, WA October 23-24
- 2008 Narrative Walks
The CMDC, Washington State University, Vancouver
design and production of multimedia, gps-driven works for mobile devices
Vancouver, WA, September-October

TRADITIONAL SCHOLARSHIP (Print & Electronic)

Peer-reviewed and Published:

- 2016 Luers, W. Summer 2016 "Phantom Agents: Variability in Narrative Fiction"
Hyperrhiz Issue 14. Edited by Roderick Coover and Scott Rettberg
Peer Reviewed
- 2015 Luers, W. (forthcoming). "Having Your Story and Eating It Too: Affect and
Narrative in Recombinant Fiction" *Electronic Literature: Contexts, Forms, and
Practices*. Edited by James O'Sullivan and Dene Grigar
Peer Reviewed
- 2015 Luers, W. (forthcoming). "Make Me Think: Composing the Narrative Interface"
Chercher le Texte. Edited by Sandy Baldwin, Philippe Bootz, and Gabriel
Gaudette
Peer Reviewed

- 2013 Luers, W. (2013, Spring). "Plotting the Database" *Scalar, D | N | A: Seven Interactive Essays on Nonlinear Storytelling*. Edited by Matt Soar and Monika Gagnon
Peer Reviewed
retrieved from <http://www.dnaanthology.com>
- 2013 Luers, W. (2013, Spring). "Film of Sound" *Cordite Review: online journal of Australian poetry and poetics*. Edited by Adrian Wiggins and Peter Minter.
retrieved from <http://cordite.org.au/ekphrasis/film-of-sound/>
- 2013 Luers, W., Grigar, R.M., Barber, J.F. & Oppegaard, B.R.. (2013, Spring). "V9N1: Teaching Mobile App Design and Development." *International Digital Media and Arts Association Journal*
Peer Reviewed
retrieved from http://idmaa.org/?post_type=journalarticle&p=1782
- 2007 Luers, W. (2007, Spring). *Cinema Without Show Business: An Emergent Poetics of Videoblogging. Post-Identity*
Peer Reviewed
retrieved from <http://hdl.handle.net/2027/spo.pid9999.0005.105>

Published Reviews:

- 2017 Luers, W. (2017, December. "Film As Philosophy" [Review of the book by Bernd Herzogenrath, Editor]. *Leonardo Reviews Online*
retrieved from <https://www.leonardo.info/review/2017/12/review-of-film-as-philosophy>
- 2017 Luers, W. (2017, November. "Words of Screen" [Review of the book by Michel Chion]. *Leonardo Vol. 51, No. 3 (forthcoming)*
- 2017 Luers, W. (2017, November. "Words of Screen" [Review of the book by Michel Chion]. *Leonardo Reviews Online*
retrieved from <https://www.leonardo.info/review/2017/11/review-of-words-on-screen>
- 2017 Luers, W. (2017, January. "Between Film, Video, and the Digital" [Review of the book by Jihoon Kim]. *Leonardo Vol. 51, No. 2 (forthcoming)*
- 2017 Luers, W. (2017, January. "Between Film, Video, and the Digital" [Review of the book by Jihoon Kim]. *Leonardo Reviews Online*
retrieved from <https://www.leonardo.info/review/2017/06/review-of-between-film-video-and-the-digital-by-jihoon-kim>
- 2017 Luers, W. (2017, January. "The Ordinary Man of Cinema" [Review of the book by Jean Louis Schefer]. *Leonardo Vol. 50, No. 5 (2017)*
- 2017 Luers, W. (2017, January. "The Ordinary Man of Cinema" [Review of the book by Jean Louis Schefer]. *Leonardo Reviews Online*
retrieved from <http://leonardo.info/reviews/jan2017/schefer-luers.php>

- 2016 Luers, W. (2016, April. "The Internet Unconscious: On the Subject of Electronic Literature" [Review of the book by Sandy Baldwin]. *Leonardo Reviews Online* retrieved from https://www.leonardo.info/reviews_archive/apr2016/baldwin-luers.php
- 2015 Luers, W. (2015, November. "The Social Machine: Designs for Living Online" [Review of the book by Judith Donath]. *Leonardo Vol. 48, No. 5 (2015)*
- 2015 Luers, W. (2015, Summer. "The Social Machine: Designs for Living Online" [Review of the book by Judith Donath]. *Leonardo Reviews Online* retrieved from <http://leonardo.info/reviews/aug2015/donath-luers.php>
- 2014 Luers, W. (2014, April). "At the Borders of Sleep: On Liminal Literature" [Review of the book by Peter Schwenger]. *Leonardo Vol. 47, No. 2 (2014)*
- 2013 Luers, W. (2013, Fall). "At the Borders of Sleep: On Liminal Literature" [Review of the book by Peter Schwenger]. *Leonardo Reviews Online* retrieved from <http://leonardo.info/reviews/aug2013/schwenger-luers.php>

AWARDS & HONORS

- 2015 *Electronic Literature Collection, Volume 3*
"Motions" (a collaboration between Luers, Smith and Dean) selected for ELO Collection of electronic literature
- 2006 Nicholl Fellowship Semi-finalist
recognized by the Academy of Motion Picture Arts and Sciences as top 30 of 5,000 entries for "Mink."
- 2005 Nantucket Film Festival and Tony Cox Award
won Best Screenplay for "Mink"

FELLOWSHIPS

- 2010 The Vectors-NEH Summer Institute
a four-week fellowship at the Institute of Multimedia Literacy and Center for Transformative Scholarship (USC), to develop my database documentary, The Father Divine Project.

TEACHING EXPERIENCE

DTC355 - Multimedia Authoring (2009-Present)
multimedia design principles, responsive web-design, narrative design, HTML, CSS, and Photoshop

DTC477- Advanced Multimedia Authoring (2011-present)
HTML5, CSS3, Javascript, archiving, web-app design and production

DTC491 - Digital Cinema (2015)
video production and post-production for short web-based fiction and nonfiction. Adobe Premier, scene analysis

DTC354 - Digital Storytelling (2014)
narrative theory and structure, narrative design, Korsakow non-linear video

DTC101- Introduction to Digital Media and Culture (2015)
introduction to digital media, history and theory through close reading of foundational texts

DTC338 - Remix Culture (2011)
theory and practice of remix, assemblage, collage, cut-up, modernist art, digital art

COMJOUR466 - Video Editing for News (2012-2014)
video production and post-production for short web-based documentaries. Final Cut Pro, Adobe Premier, scene analysis

DTC375 - Language, Texts and Technology (2010)
history, theory and practices of authorship and texts, semiotics, oral and written languages, images, ergodic texts, remediation, intermediality, intertextuality, social media

Sound Design
history, theory and practice of sound design for film and video, Soundtrack Pro, audio recording, sound mixing and editing

Freshman Writing Seminar
critical thinking, essay writing, textual analysis, research

The Cinema of Alfred Hitchcock
overview of narrative style and motifs, close analysis of films, use of wiki and blogs in small groups

Documentary Studies
history and theory of non-fiction film, close analysis of films

Screenwriting
writing for the short and feature-length fiction film

Film History I, II & III
survey of world cinema, close analysis of films

Masters of Japanese Cinema
narrative styles and motifs of Ozu, Mizoguchi and Kurasawa

Film Theory and Aesthetics
major film theory texts, analysis of influential films, history and genres of filmmaking, scene analysis

STUDENT RESEARCH

Member. Thesis Committee. Hannah Brasier. Masters of Fine Arts. School of Media and Communication, RMIT University (Melbourne, Australia)

MEMBERSHIPS IN PROFESSIONAL SOCIETIES

Collage Arts Association (CAA)
Electronic Literature Organization (ELO)

WORKS-IN-PROGRESS

"DTC101 Digital Textbook"

Editor and lead designer for the CMDC student and faculty digital publishing initiative to create a multimodal digital textbook for the course DTC101: Introduction to Digital Technology and Culture. [launch in June, 2016]

"Marking Time: Video Blogging as Art Practice"

Editor/curator for online publication and exhibition of expressive online video. The exhibition highlights the ways in which early video blogging (from 2001-2009) spawned unique forms of networked cinema, everyday art practice and informal documentary, as well as distribution methods that would later disrupt video and cinema conventions and practices. [launch in July, 2016]

"The Father Divine Project"

an online database documentary about a controversial communitarian and interracial religious group, collaboration with religious studies scholar Dr. Leonard Primiano (Cabrini College), research funded by the National Endowment for the Humanities. [ongoing]

URL: <http://vectorsjournal.org/scalar/nehvectors/luers-primiano/index>

COMMISSIONED VIDEO, WEB & GRAPHIC DESIGN WORKS

- 2015 "Pathfinders: Documenting the Experience of Early Digital Literature" by Dene Grigar and Stuart Moulthrop
web designer and Scalar developer. July, 2015, url: <http://scalar.usc.edu/works/pathfinders/index>
- 2015 "Crapshoot" by Mark Amerika
programmed and designed a generative poetry project commissioned by ZKM | Zentrum für Kunst und Medientechnologie Karlsruhe (Center for Art and Media Karlsruhe), Germany. January, 2015, url: <http://aoys.zkm.de/>,
- 2012 "The Museum of Glitch Aesthetics" by Mark Amerika
contributed video glitches and gif animations for transmedia art project
URL: <http://www.glitchmuseum.com/>
- 2011 "RemixtheBook" by Mark Amerika
contributed video remix for book launch and website
URL: <http://www.remixthebook.com/>
- 2011 Google: Science Communication
contributed graphic design work for website and program materials
URL: <http://www.google.com/edu/science/index.html>
- 2010 Cannibals Gallery
created short video doc to promote gallery for local artists who use recycled materials
- 2010 Fosters Crossing Antiques

- designed website for antique shop and cafe in Sandpoint, ID
- 2010 Steve Novick for U.S. Senate Campaign
created two short videos for online political campaign
- 2010 Greg Hanson: Collage Artist
short video portrait of art and work process of local collage artist
- 1999 Hand of the Maker, 30 min. DV
video portrait of West Virginia artist Mary Potter. Streamed on Current.tv
- 1998 Love, Somewhat Incarnate, 25 min. DV
documentary with religious studies scholar, Leonard Primiano, exploring contemporary American beliefs in Angels

Exhibitions & Screenings

1989 Armand Hammer Museum, in connection with the exhibit The Invisible Made Visible: Angels From the Vatican, Los Angeles, CA

ARTIST LECTURES

- 2008 Artist Talk, Northbank Artists Gallery
presented my works of web-based cinema. Discussed narrative potential of spatial montage, asynchronous loops and generative video.
Vancouver, WA
- 2008 Artist Talk, ELO Conference
presented selected works of web-based cinema
Vancouver, WA
- 2008 Artist Talk, Clark College
presented selected works of web-based cinema at a Web Authoring and Design class.
Vancouver, WA
- 1999 Artist Talk, The Armand Hammer Museum
presented my documentary "Love, Somewhat Incarnate" with Dr. Leonard Primiano at an academic conference connected to the exhibit "The Invisible Made Visible: Angels From the Vatican."
Los Angeles, CA

RESIDENCIES

- 2008 Artist-in-Residence, CMDC, Washington State University
taught a month-long workshop on designing narrative and experiential walks for GPS and video enabled phones
Vancouver, WA
- 2005 Screenwriter-in-Residence, Screenwriters Colony
one-month residency to work on my original feature length script, MINK, with industry professionals
Nantucket, MA

BIBLIOGRAPHY

- 2014 Angel, M., & Gibbs, A. (2014). The ethos of 'walking' : digital writing and the temporal animation of space. *Formules..* Retrieved from <http://researchdirect.uws.edu.au/islandora/object/uws%3A22392>
- 2009 Hancock, M. (2009, Summer). Vlogging and Networked Cinema Poetics. *Digimag 46*. Retrieved from <http://www.digicult.it/digimag/article.asp?id=1525>
- 2005 Mackey, R. (2005, December 11). *TV Stardom on \$20 a Day*. *The New York Times*.
- 2004 Fortt, J. (2004, January 02). 2004's Top Technology Trends. *Forbes.com*.

COMMUNITY & PROFESSIONAL SERVICE

Internal at WSU:

- 2016 Tech 101: Creating an Animation and Video Reel for Job Searches with Brenda Grell
CMDC, Washington State University
1-hour workshop on preparing students for job searches.
Vancouver, WA, October 3rd
- 2016 Tech 101: Interviewing and Lighting Techniques for Video
CMDC, Washington State University
1-hour workshops on the fundamentals of video interviewing.
Vancouver, WA, October 10
- 2015 Digital Publishing Initiative (DPI) [website launch]
Created the website for a CMDC research initiative focused on best practices in the design, development and dissemination of innovative multimodal and networked writing. url: <http://dpc-wsuv.org/cmdc/nospace-pub/dpi.html>
- 2015 Nospace Press [website launch]
Created the website for Nospace Publications which seeks to model an academic digital press that supports digital innovation in the fields of art, fiction and humanities scholarship, particularly in integrating peer-review into a streamlined digital publishing process.
url: <http://dpc-wsuv.org/cmdc/nospace-pub/index.html>
- 2014 Tech 101: Video Production 1 & 2, Student Workshop Series
CMDC, Washington State University
two 2-hour workshops on the fundamentals of video production.
Vancouver, WA, September-October
- 2014 CMDC Fundraising Video
CMDC, Washington State University
Worked with former student to produce and edit a 3 minute video about the CMDC program.
Vancouver, WA, September-October

- 2013 Tech 101: Video Production 1 & 2, Student Workshop Series
CMDC, Washington State University
two 2-hour workshops on the fundamentals of video production.
Vancouver, WA, September-October
- 2012 Javascript, Student Workshop Series
CMDC, Washington State University
3-hour workshops on the fundamentals of programming for web design.
Vancouver, WA, September-October
- 2012 jQuery, Student Workshop Series
CMDC, Washington State University
3-hour workshops on the fundamentals of programming for web design.
Vancouver, WA, September-October
- 2011 Google Maps 101, Tech 101 Workshop Series
CMDC, Washington State University
a 75-minute introduction to making and distributing google maps. CMDC,
Vancouver, WA, September 28
- 2011 YouTube 101, Tech 101 Workshop Series
CMDC, Washington State University
a 75-minute introduction to creating a YouTube channel. CMDC,
Vancouver, WA, October 5
- 2011 CMDC Student Research Gallery (website)
CMDC, Washington State University
designed and currently curating online exhibition of student research and
creative digital work
Vancouver, WA
- 2011 Angaelika Film Festival
served on planning committee and will be contributing a mobile app for
Vancouver, WA, August 2011
- 2011 Foundation for Civil Society New York
redesigned website and web presence of the non-profit organization
New York, NY
- 2010 The Fort Vancouver Mobile Project
story and video advisor to research-driven project with colleagues Brett
Oppegaard and Dene Grigar, educational apps for the iPhone and Android
about The Village of the Fort Vancouver National Historic Site
Vancouver, WA, July
- 2010 Fall 2010 Workshop and Lectures Series
CMDC, Washington State University, Vancouver
"Final Cut 101." A 90-minute workshop introduction to the video editing
software Final Cut Express
Vancouver, WA, September-October
- External:*
- 2016 The N. Katherine Hayles Award for Criticism of Electronic Literature
Reader of works of electronic literature scholarship for selection of the award,
presented at the ELO conference in Victoria, B.C.

- 2016 The Robert Coover Award for a Work of Electronic Literature
Jury member to review works of electronic literature for selection of the award, presented at the ELO conference in Victoria, B.C.
- 2015 The N. Katherine Hayles Award for Criticism of Electronic Literature
Reader of works of electronic literature scholarship for selection of the award, presented at the ELO conference in Bergen, Norway
- 2013 "New Models of Publishing", Tech 101 Series
#nextchapter: Vancouver Community Library
At the end of this session participants will: Come up with a strategy and plan for a publishing project.
Vancouver, WA, March 30
- 2013 "Make a Successful Kickstarter Campaign", Tech 101 Series
#nextchapter: Vancouver Community Library
At the end of this session participants will: Come up with a strategy and plan for a Kickstarter campaign.
Vancouver, WA, March 30
- 2013 "Programming for the Absolute Beginner", Tech 101 Series
#nextchapter: Vancouver Community Library
At the end of this session participants will: Program a simple computer game.
Vancouver, WA, April 13

Outreach to the Community:

- 2009 Parents for Paid Leave
created advocacy videos for campaign to increase paid-leave for families
Portland, OR
- 2009 Richmond Japanese Immersion Elementary School
created promotional videos for the school
Portland, OR
- 2005 Video Editing Instructor, Project Youth Doc, Hollywood Theatre
Final Cut Pro editing for high school documentary summer camp
Portland, OR

TECHNICAL SKILLS

Web Publishing:

Adobe Creative Suite, HTML5, CSS3, Javascript, jQuery, Wordpress, Scalar

Video Production:

Video production and post-production, screenwriting, audio recording, Adobe Premier & Audition, Adobe After Effects