WILL LUERS

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Website: http://www.will-luers.com

RESEARCH STATEMENT

I am an internationally exhibited digital artist as well as a writer and researcher interested in the proliferating forms and expressive possibilities of digital media. In my art, I explore the web browser's pixel-grid through a variety of often simultaneous compositional practices: cinema, visual and sound collage, writing and computer programming. Other branches of my research are in academic and creative digital publishing and generative AI.

EDUCATION

1997 M.F.A. Film Division, Columbia University
    Concentration: Screenwriting

1987 B.A. Folklore and Folklife, University of Pennsylvania

ACADEMIC EMPLOYMENT

2010- Scholarly Associate Professor, 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

RESEARCH

AWARDS & HONORS

2022 *Electronic Literature Collection, Volume 4*
    "Novelling" (a collaboration between Luers, Smith and Dean) was selected
    for the collection.

2018 *The Robert Coover Award for a Work of Electronic Literature,*
    First place winner for "novelling" (a collaboration between Luers, Smith and
    Dean), presented at ELO Montreal: Mind the Gap!

2016 *Electronic Literature Collection, Volume 3*
    "Motions" (a collaboration between Luers, Smith and Dean) was one of 72

selected for the collection out of over 500 submissions.

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.

INTERNATIONAL & NATIONAL DIGITAL ART

2026   "Dream Factory", Generative AI Video
         A 30-minute AI cinema art project about machine entities modeling humans.
         A collaboration with Mark Amerika and Chad Mossholder.

              Exhibitions
              2026 , EXTRA/PHENOMENALITIES, Stanford Art Gallery, Stanford University . 22
              January2026 - 13 March 2026
              https://events.stanford.edu/event/extraphenomenalities

2023   "Posthuman Cinema", Generative AI Video
         10 cinépoèmes that playfully experiment with AI to probe a new kind of
         language-driven cinema art accompanied by a unique soundtrack. A
         collaboration with Mark Amerika and Chad Mossholder.

              Exhibitions
              2024 , Pixel Perceptions: Into the Eye of AI, Groningen, Netherlands. 26 Oct 2024 -
              19 Jan 2025 https://noorderlicht.com/en/whats-on/pixel-
              perceptions/posthuman-cinema
              2024, October "More Than Meets AI" Bergen International Film Festival (Bergen,
              Norway). https://www.uib.no/en/cdn/172484/more-meets-ai
              2024, May-July International Biennale of Digital Art, Arsenale (Montreal, Canada)
              https://www.elektramontreal.ca/bian-2024/posthuman-cinema
              2024 NFT sale/exhibition at Noise Fair, represented by Kate Vass Gallery. Kadıköy
              City Museum, Istanbul, Turkey. January 17 - 21,
              https://static1.squarespace.com/static/63a2ce0664014f2264b055d4/t/65a8e273
              6b9c245d4f6c7dc5/1705566847153/w+PRICES+Istanbul+catalogue_compressed.
              pdf
              2023 NFT sale/exhibition at the Kate Vass Gallery K011 online gallery, Zurich
              Switzerland. Oct-Dec. https://www.k011.com/project/tw/PHC

2022   "Dolphins in the Reservoir", HTML5/JavaScript/Video/Sound
         An interactive and recombinant work that confronts some of the major social
         challenges (climate, disease, authoritarianism and technological change)
         that we face.

Exhibitions
2024 iDMAa 2024: Wild Media Media Art Exhibit, Winona State University,
Winona, Minnesota, June 27-30. https://idmaa.org/conferences/idmaa-2024-
wild-media/
2024 Exhibition "Arborescent || Resistance" at the ELO Conference 2024
"Overcoming Divides: Electronic Literature and Social Change," Coimbra,
Portugal July 12th-15th.

Publication
2022 The New River Journal, online, edited by Makensi Ceriani, url:
https://thenewriver.us/dolphins/
2022 Text Journal: Digital Realism, Vol 2, Special 69, online, edited by David
Thomas Henry Wright, Shastra Deo and Chris Arnold, url:
https://textjournal.scholasticahq.com/issue/6687?fbclid=IwAR2ea3ZlcvBWEnzcH-
v1ei3t-v0yqwNASmjsEgnFhcIgPquLXLArlZ7l15c

2021   "Chance Infections", HTML5/JavaScript
A work of computational digital poetry under the constraint that the file is no
more than a tiny 3KB.

Publication
2019 Taper #6: Triptychs and Triads, Spring
url: https://taper.badquar.to/6/index.html

2020   "Distant Affinities", HTML5/JavaScript/Video
A work of recombinant cinema about machine intelligence attempting to
process, narrate and mimic sentient being.

Exhibitions & Screenings
Posthuman Exhibition at the ELO 2021 Conference and Festival: Platform (Post?)
Pandemic / University of Bergen. International, Norway. Curated, Juried. (May
24, 2021 - June 25, 2021). url: https://elo.cah.ucf.edu/
2020 Electronic Literature Organization Conference, Orlando, FL, Online Festival
exhibition, July 16-19th, url: https://elo.cah.ucf.edu/

2019   "Triple Feature", HTML5/JavaScript
A work of computational digital poetry under the constraint that the file is no
more than a tiny 3KB.

Publication
2019 Taper #3: Triptychs and Triads, Spring
url: https://taper.badquar.to/3/about.html

2018   "Tales of Automation", HTML5/JavaScript
A recombinant digital work made of text and moving images that explores
the effects of digital automation on embodied experience.

Exhibitions & Screenings
2021 Glitch is the Soul in the Machine" exhibition in iDMAa Broken Media
Conference. Supported by Winona State University. International. Juried. June
24, 2021 - June 27, 2021
https://educate.winona.edu/idmaa/online-gallery/
2021 Glitch is the Soul in the Machine: An International Traveling Exhibition of
New Media Art and Design. Supported by Minneapolis College of Art and
Design. International. Juried. September 20, 2021 - October 1, 2021
https://www.mcad.edu/events/glitch-soul-machine-international-traveling-
exhibition-new-media-art-and-design

2019-2021 The Turn On Literature Project, part traveling exhibition in Denmark Libraries, url: http://www.turnonliterature.eu/index.php/2019/03/22/see-the-selected-works-for-the-public-library-prize-for-electronic-literature-and-find-your-personal-winner/
2018 Electronic Literature Organization Conference, Montreal, CA, Festival exhibition, August 13-17th, url: https://goo.gl/cqZARu

<u>Publication</u>
2019 gl-ph Journal, online, (forthcoming)
2019 The New River Journal, online, edited by Makensi Ceriani, Spring url: https://www.cddc.vt.edu/journals/newriver/19Spring/index.html

2016   "novelling", HTML5/JavaScript, A collaboration with Hazel Smith and Roger Dean
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.

        <u>Awards</u>
        2018 The Robert Coover Award for a Work of Electronic Literature, first place winner at ELO Montreal, August 13-17th, url: https://goo.gl/cpAjee

        <u>Publication</u>
        2016 New Binary Press, online, edited by James O'Sullivan, August, url: http://newbinarypress.com/novelling/

        <u>Exhibitions & Screenings</u>
        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) url: http://turnonliterature.eu/works/
        2017 FILE (Electronic Language International Festival), Sao Paulo, Brazil, June (accepted).
        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.

        <u>Publication</u>
        2017 Infinity's Kitchen, Issue 8 online, August, url: https://www.infinityskitchen.com/issue-09/phantom-agents.html
        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

        <u>Exhibitions & Screenings</u>
        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.

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/

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.

Performance/Exhibition
2016 Electronic Literature: A Matter of Bits, The Stedman Gallery, Rutger's
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
2021 ALL NATURAL in the Light Year series. Video projected on the Manhattan
bridge in New York City. (May 6, 2021).

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
2018 Deep Brass, Deep Voice: Brass, Voice and Poetry Meet Deep Learning, Birmingham City University, Nov 2nd
2018 Music, Technology & Innovation events series, at De Montfort University, Leicester UK, October 17th
2018 Centre for Practice-Led Research in the Arts at University of Leeds, October 19th
2018 Michael Tippett Centre, Bath Spa University, October 31st
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 ArsTechnologika, Nouspace 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 Tokaido 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

EDITORIAL DUTIES AND DIGITAL PUBLISHING AFFILIATIONS

2018-   Founder and Editor, *The Digital Review*
             url: http://thedigitalreview.com

2017-24   Managing Editor, Designer and Developer of the *Electronic Book Review*
             url: http://www.electronicbookreview.com/about

2017-2019 CELL Catalog Editor, coordinator of a consortium of electronic literature
             databases
             url: http://cellproject.net/

CONFERENCES PAPERS & ART PRESENTATIONS

International:

2024   "*Unlinking Causal Chains: The Poetic Potential of AI Cinemawriting*"
             ELO 2024 International Conference and Media Arts Festival: (Un)linked (virtual)
             Talk about AI and the intervals of digital media in *Posthuman Cinema*
             July 18-21, https://stars.library.ucf.edu/elo2024/

2024   The Digital Review Issue:04 – AI-Augmented creativity
             Issue Editor for the peer-reviewed issue on AI in creative practice. Wrote
             introduction to the featured works.
             https://thedigitalreview.com/

2022   "Conviviality and Standards: Open-Access Publishing After AI"
             *ELO 2022 International Conference and Media Arts Festival: E2Lit: Education
             and Electronic Literature (in-presence and online)*
             The implications of AI tools on open-access digital publishing.
             Como, Italy, May 30-June1, 2022

2021   "Platforms, Tools and the Vernacular Imaginary"
             ELO 2021 Conference and Festival: Platform (Post?) Pandemic (online)
             The role of computational flux in electronic literature.
             University of Bergen , Bergen , Norway, May 25, 2021

2020   "Algorithmic Flux in Digital Fiction"
             Electronic Literature Organization Conference: (Un)Continuity
             The role of computational flux in electronic literature.
             University of Central Florida , Orlando , Florida, July 16-19

2019   "Making and Breaking Space: Rethinking Montage in Digital Writing"

Electronic Literature Organization Conference: Peripheries
Forms of cinematic montage in digital writing and fiction.
University College Cork , Cork , Ireland, July 15-17

2018 "Narrative Potentials of the Loop"
Electronic Literature Organization Conference: Mind the Gap!
the gaps between different scales, speeds and lengths of time, produces a
total picture that is generative, fractal, recursive and potentially narrative.
Concordia University , Montréal , Québec, Canada, August 13-17

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

2012 "Constructing Film of Sound"
*ISEA2012 Albuquerque: Machine Wilderness, the18th 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 "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

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

TRADITIONAL SCHOLARSHIP (Print & Electronic)

Peer-reviewed and Published:

2022   Luers, W. "Conviviality and Standards: Open-Access Publishing After AI"
Accepted for the collections *Digital Editing & Publishing in the Twenty-First
Century*. Edited by James O'Sullivan, Michael Pidd, Bridgette Wessels, Michael
Kurzmeier, Órla Murphy. Peer Reviewed
forthcoming

Luers, W. "Platforms, Tools and the Vernacular Imaginary"
electronic book review, May. 2022.
Peer Reviewed
retrieved from: https://electronicbookreview.com/essay/platformstools-and-
the-vernacular-imaginary/

2020   Luers, W. "Making and Breaking Space: Rethinking Montage in Digital Writing"
Rhizomes. (forthcoming)
Peer Reviewed
retrieved from http://rhizomes.net/issue36/luers.html

Luers, W. . "Having Your Story and Eating It Too: Affect and Narrative in
Recombinant Fiction" Electronic Literature as Digital Humanities. Edited by
James O'Sullivan and Dene Grigar

Peer Reviewed
retrieved from http://dtc-wsuv.org/wp/elit-as-dh/

Luers, W. "Narrative Potentials of the Digital Loop"
Hyperrhiz Issue 22. Edited by Helen J Burgess
Peer Reviewed
retrieved from: http://hyperrhiz.io/hyperrhiz22/essays/2-luers-narrative-potentials.html

2018 Luers, W. "A Chance for Cinema-Writing in Electronic Literature"
MATLIT: Materialities of Literature, Vol 6 No 2 (2018): Electronic Literature: Communities. Edited by Rui Torres and Manuel Portela, University Fernando Pessoa, Porto.
Peer Reviewed
retrieved from: https://impactum-journals.uc.pt/matlit/article/view/2182-8830_6-2_3/4698

   Luers, W. "Getting Lost in Narrative Virtuality"
electronic book review, Feb. 2018.
Peer Reviewed
retrieved from: https://electronicbookreview.com/essay/getting-lost-in-narrative-virtuality/

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). "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 Interviews:

2024   Off-Center Podcast, Episode 25: "AI Cinema with Will Luers."
        Transcript of my interview with Scott Rettberg at Center of Digital Narrative at the University of Bergen was published at *electronic book review*. October 6th. https://electronicbookreview.com/essay/off-center-episode-25-ai-cinema-with-will-luers/

2024   Off-Center Podcast, Episode 25: "AI Cinema with Will Luers."
        Interviewed by Scott Rettberg at Center of Digital Narrative at the University of Bergen about my work in video, electronic literature and AI. May 23rd. https://www.uib.no/en/cdn/172639/listen-center-season-3

2022   Luers, W. (2022, September 4) "My Life as an Artificial Creative Intelligence: an interview with Mark Amerika". *Electronic Book Review,* September 4, 2022, https://doi.org/10.7273/a1rn-9k23.

Published Reviews:

2024   Luers, W. (*accepted in December*) "A Review of *Endless Intervals: Cinema, Psychology, and Semiotechnics around 1900* by Jeffrey West Kirkwood."
        electronic book review, https://electronicbookreview.com/
        forthcoming

2024   Luers, W. "Review of *Glitch Poetics* by Nathan Allen Jones". *American Book Review, Volume 43, Number 3,* Spring 2024
        Published

2022   Luers, W. (2023, January-*accepted Dec 22*) "Review of *Glitch Poetics* by Nathan Allen Jones". *American Book Review, Volume 43, Number 3, forthcoming*

        Luers, W. (2023, January-*accepted Dec 22*) "Review of Poetic Cinema and the Spirit of the Gift in the Films of Pabst, Parajanov, Kubrick and Ruiz". *Leonardo Reviews Online, retrieved from https://leonardo.info/review/2023/01/poetic-cinema-and-the-spirit-of-the-gift-in-the-films-of-pabst-parajanov-kubrick-and*

        Luers, W. (2021, December "Review of *The Digital Image and Reality: Affect, Metaphysics and Post-Cinema*". *Leonardo Reviews Online retrieved from https://leonardo.info/review/2022/05/review-of-the-digital-image-and-reality-affect-metaphysics-and-post-cinema*

        Luers, W. (2022, October). "T*he Digital Image and Reality: Affect, Metaphysics and Post-Cinema*" [Review of the book by Daniel Strutt]. *Leonardo Vol. 55, No. 5, retrieved from https://direct.mit.edu/leon/article-abstract/55/5/546/112349/The-Digital-Image-and-Reality-Affect-Metaphysics*

2021   Luers, W. (2021, December "Review of We Are in Open Circuits: Writings by Nam June Paik". *Leonardo Reviews Online retrieved from https://leonardo.info/review/2021/12/we-are-in-open-circuits-writings-by-nam-june-paik*

2020   Luers, W. (2020, June. "Review of The Webcam as an Emerging Cinematic Medium by Paula Albuquerque". *Leonardo Reviews Online retrieved from https://www.leonardo.info/review/2020/06/the-webcam-as-an-emerging-cinematic-medium*

2019   Luers, W. (2019, November. "Review of The Film Photonovel: A Cultural History of Forgotten Adaptations". *Leonardo Reviews Online retrieved from https://www.leonardo.info/review/2019/11/the-film-photonovel-a-cultural-history-of-forgotten-adaptations*

2018   Luers, W. (2018, December). "Review of Toward Fewer Images: The Work of Alexander Kluge, 1st Edition". *Leonardo Reviews Online retrieved from https://www.leonardo.info/review/2019/01/review-of-toward-fewer-images-the-work-of-alexander-kluge-1st-edition*

2018   Luers, W. (2018, December). "Review of Movement, Action, Image, Montage: Sergei Eisenstein and the Cinema in Crisis". *Leonardo Reviews Online retrieved from https://www.leonardo.info/review/2018/12/review-of-movement-action-image-montage-sergei-eisenstein-and-the-cinema-in-crisis*

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

COMMISSIONED VIDEO, WEB & GRAPHIC DESIGN WORKS

2015   "Pathfinders: Documenting the Experience of Early Digital Literature", an NEH-funded Digital Humanities projects 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

<u>Exhibitions & Screenings</u>

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

ARTIST LECTURES

2024   Posthuman Cinema Art Talk– Presented my AI collaboration at the Center of
Digital Narrative at the University of Bergan. May 19.
https://www.uib.no/en/cdn

2020   Artist Talk, Intermedia Art, Writing and Performance program
Presented my work for graduate students in Mark Amerika's Digital Art class.
University of Boulder, CO February 6-8

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

TEACHING

COURSES TAUGHT

DTC338 – AI in the Arts (2024)
Strategies and foundations on generative AI, guiding students through the exploration and application in various creative fields.

DTC338 - Digital Publishing (2022)
The theories, production workflows, design strategies and distribution practices of multi-format & multimodal digital publishing.

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 - Electronic Literature (2019)
survey of Electronic Literature as an emergent form of born-digital, experimental writing as well as an academic field with a global community of scholars and artists.

DTC338 - Digital Publishing (2017)
theories, production workflows, design strategies and distribution practices of multi-format digital publishing

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

2019   Advisor to grant-funded DTC student summer interns Betsy Hanrahan and Holly Slocum for design and development work on the Open Education Resource DTC101 Textbook.
url: http://dtc-wsuv.org/cmdc/nouspace-pub/dtc101/

2018   Advisor to grant-funded DTC student summer interns Liliya Truderung, Diana Boligar, Joshua Yoes and Holly Slocum for design and development work on the Open Education Resource DTC101 Textbook.
url: http://dtc-wsuv.org/cmdc/nouspace-pub/dtc101/

2012   Member. Thesis Committee. Hannah Brasier. Masters of Fine Arts. School of Media and Communication, RMIT University (Melbourne, Australia)

SERVICE

COMMUNITY & PROFESSIONAL SERVICE

Internal at WSU:

2024   Dynamic AI Co-Creation: *A Human-Centered Approach*
Open Education Resource Textbook
Completed the an 8 chapter multimodal and interactive textbook for an

introductory on using AI for creative media work in DTC classes and elsewhere, with support from a WSU Vancouver Mini-Grant.
url: https://dtc-wsuv.org/cmdc/nouspace-pub/ai-co-creation/

2024   Tech 101: AI Writing
CMDC, Washington State University, September 9th. One hour workshop on using AI for writing.

2024   Tech 101: AI Web Dev
CMDC, Washington State University, September 16th. One hour workshop on using AI for web development.

2024   Tech 101: AI Multimedia
CMDC, Washington State University, September 23rd. One hour workshop on using AI for multimedia design and generation.

2024   ELO (Un)conference: Access Works!
AI Art Workshop, Online: January 18
https://dtc-wsuv.org/projects/access-works-conference/
1-hour workshops on using generative Ai images and coding for art-making.

2023   Department of DTC Website
DTC, Washington State University
35 hours of web design and development on team Zoom meetings, information design and coding, Online, July-Dec

2022   DTC Pullman Search Committee
CMDC, Washington State University
25 hours of committee Zoom meetings, 55 reviewed applications, 5 Zoom interviews.
Online, Nov-Dec

2022   Kelso High School Outreach
Two hour-long online presentations and Q&A about the DTC program for Kelso HS seniors.
Online, Nov 21

2021   Tech 101: Reel Making
CMDC, Washington State University
1-hour workshops on the fundamentals of creating a video reel. (online).
Vancouver, WA, October 10

2021   CMDC Student Research Gallery (website)
CMDC, Washington State University
Published 3 issues of student research and creative digital work
Vancouver, WA

2020   CMDC Student Research Gallery (website)
CMDC, Washington State University
Published 3 issues of student research and creative digital work
Vancouver, WA

2019 DTC 101 Open Education Resource Textbook
    CMDC, Washington State University
    Completed the final 3 chapters of a 9-chapter multimodal and interactive
    textbook for an introductory DTC course, coordinated design and
    development contributions from 3 students, with support from *Undergraduate*
    Education Curriculum Grant and an *Affordable Learning Grant* at Washington
    State University Vancouver.
    url: http://dtc-wsuv.org/cmdc/nouspace-pub/dtc101/

2018 DTC 101 Open Education Resource Textbook
    CMDC, Washington State University
    Completed 6 chapters of a 9-chapter multimodal and interactive textbook
    for an introductory DTC course, coordinated design and development
    contributions from 3 students, with support from the OER Grants at Washington
    State University Vancouver.
    url: http://dtc-wsuv.org/cmdc/nouspace-pub/dtc101/

2017 Tech 101: Front-End Web & E-Commerce
    CMDC, Washington State University
    1-hour workshop on preparing students for careers in web development
    Vancouver, WA, November 17th

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://dtc-wsuv.org/cmdc/nouspace-pub/dpi.html

2015 Nouspace Press [website launch]
    Created the website for Nouspace 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://dtc-wsuv.org/cmdc/nouspace-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:

2024   Electronic Book Review Workshops
        Invited to the Center of Digital Narrative at the University of Bergan to lead a
        series of workshops on the future of the online journal and the handoff of

managing the journal to the Center.
May 13-27, https://www.uib.no/en/cdn/171261/publishing-and-infrastructure-group-paig

2024   The Digital Review Issue:04 – AI-Augmented Creativity
Senior and Issue Editor, developer, designer for the 4th issue on AI in creative practice.
https://thedigitalreview.com/

2023   *AI Learning & Creativity in the Classroom*
Funding from a WSUV mini-grant to develop an online OER resource on creative and critical strategies for using AI in the classroom. In-progress for completion in June 2024.

2023   MATLIT: Materialities of Literature
Peer-review reader for a publication of 2022 ELO conference essays.
Coimbra, Portugal.
https://matlitlab.uc.pt/en/publication/matlit-materialities-of-literature/

2023-   The Digital Review Issue:03 – Counter-works
Senior Editor, developer, designer for the 4th issue.
https://thedigitalreview.com/issue03/index.html

2022-   The Digital Review Issue:02 - (Digital) Performance.
Senior Editor, developer, designer for the 3nd issue.
https://thedigitalreview.com/issue02/index.html

2021-   The Digital Review Issue:01 - Critical Making, Critical Design.
Senior Editor, developer, designer for the 2nd issue.
https://thedigitalreview.com/issue01/index.html

2021-   The Digital Review Issue:00 - Digital Essayism.
Senior Editor, developer, designer for the launch issue.
https://thedigitalreview.com/issue00/index.html

2019-   The Digital Review
With funding from a WSUV mini-grant, started an international online journal for born-digital essay writing. Editor, developer, designer and manager of paid student assistants. The first issue published in June 2020.
http://thedigitalreview.com/

2018-   The Electronic Book Review
Full migration and redesign, from Drupal to Wordpress, of academic journal made of over 1,000 essays
http://electronicbookreview.com/essay/

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

MEMBERSHIPS IN PROFESSIONAL SOCIETIES

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

TECHNICAL SKILLS

Web Publishing:
Adobe Creative Suite, HTML5, CSS3, JavaScript, Wordpress, Scalar

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