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EDUCATION

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| 1985 | MFA, Electronic Visualization, School of Art and Design, University of Illinois, Chicago. Computer graphics and video. Thesis projects included a remote interactive installation. Thesis advisors Dan Sandin and Tom DeFanti. |
| 1977 | BUS, Bachelor of University Studies Degree, University of New Mexico, Albuquerque. Self designed curriculum in film, photography and video. |

PROFESSIONAL EXPERIENCE

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| 2010 | *Associate Professor*, University of Texas at Dallas. Research and teaching responsibilities include human computer interaction and creating virtual environments. |
| 2007-09 | *Dean of Graduate Studies*, Egg Story Digital Arts School, Singapore. As Dean she established a degree program and as Principal Lecturer taught courses in digital video and programming for animators. |
| 1998-2007 | Various positions including *Artist in Residence* and *Research Fellow* in the College of Fine Arts, University of Arizona. Research involves creating virtual reality immersive environments. Responsible for designing curriculum in Digital Arts MFA, and teaching courses in programming interactivity, digital arts history, and multimedia to graduate and undergraduate students. |
| 1987-96 | Various teaching positions including *Lecturer* at the University of Wisconsin, Madison, and *Professor* at Savannah College of Art and Design. Developed curriculum and taught classes in computer interactive programming for artists. |
| 1987 | *Computer Graphics Technician*, Video Image, Los Angeles, CA. Created animation for the Network television show "Max Headroom," and a Walt Disney film "Earth Star Voyager." |

HONORS AND AWARDS

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| 2005 | Pat Mutterer Award, Arizona Biennial, Tucson Museum of Art, for *Desert Views, Desert Deaths.* |
| 2005 | Best of Border Art, Tucson Weekly Newspaper for *Desert Views, Desert Deaths.* |
| 2002 | Visual and Media Arts Award, Arizona Commission on the Arts. |
| 2001 | Digital Arts Research Award, University of Arizona. |
| 2001 | Best of Arizona, Arizona International Film Festival for *on the subject of sex…* |

PROFESSIONAL SERVICE

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| 2010 | Reviewer Digital Media and Learning Competition, HASTAC and the MacArthur Foundation. |
| 2008 | Speaker at various education venues in Singapore including events sponsored by Ministry of Education, Media Development Authority, Workforce Development Agency, and *scape Youth Centre. |
| 2008 | Session Chair, Education Program, Siggraph Asia, Singapore. |
| 2005-09 | Reviewer, interactive works for various issues of Leonardo publication. |
| 2003 | Curated the first online exhibition of digital art, ArtStream, UA Museum of Art. |
| 2002 | Jury member, Arizona International Film Festival, selected Best of Arizona. |
| 2000 | By request wrote a confidential evaluation of a digital artist for the MacArthur |

Fellowship.

1999-2007    By request reviewed various promotion & tenure candidates.

1999    Art site Reviewer for technOasis, SIGGRAPH Art Gallery.

1996    Curatorial Committee Member for The Bridge: SIGGRAPH Art Show, a thematic exhibition that explored connections through innovative uses of computer interactive techniques.

1994    Co-chair, ACM SIGGRAPH Electronic Theater. Organized (and produced video and print documentation for) a two-hour international celebration of outstanding computer animation in art, science, education, entertainment, and research. Show included, for the first time ever, a stereoscopic high definition, interactive performance; presented three evenings, to an audience of 12,000 total.

1994    Jury member, Prix ARS Electronica, Austria. International Compendium of the Computer Arts, one of the world's most renowned festivals for art and technology. Selected works in two different categories, animation and computer graphic still images.

1991    Co-Director and curator, SIGGRAPH Animation Screening Rooms. Selected and edited four hours of computer animation viewed in 3 different screening rooms, including a stereoscopic video screening.

1989    Jury member, SIGGRAPH Computer Graphics Theater, premiere showcase of the best computer animation in art, science, education, entertainment, and research.

1988    Art Show Chair, SIGGRAPH Conference. Responsible for content, design, and production of a juried art show that featured experiential computer art, animation, 2D and 3D work. Produced a video catalog to best represent the interactive and moving media.

SCHOLARLY PRESENTATIONS

2006    Panelist on *Techno-Genesis: Innovation Under the Influence*, The University of Arizona Museum of Art.

2006    Presented personal artwork, *Her Shorts: 1st Annual Women's International Video Festival*, Tucson.

2006    Artist Panel member in *Art and Interaction* at the Scottsdale Museum of Contemporary Art.

2004    Presenter, *VR for Public Consumption*, IEEE Workshop, March, Chicago.

2003    Presenter, *Exhibiting Web Art,* Web Graphics, SIGGRAPH.

2000    Presented paper *History of New Media*, 10th International Symposium for Electronic Arts (ISEA) in Paris, France.

1999    Panel Organizer and Speaker, *Experiential Computer Art*, SIGGRAPH.

1998    Speaker, Digital Arts Symposium, UA. Presented personal work.

1989    Course Organizer and Speaker, *Experiential Computer Art*, SIGGRAPH.

UNIVERSITY SERVICE

2006    Chair of the Digital Arts Symposium, College of Fine Arts, UA.

2005-06    Native Language Games Committee.

2005    5 year Review Committee, Dean of the College of Fine Arts.

2005-06    Graduate Committee, USC, Interactive Media MFA program.

2001-06    Graduate Review Committee, UA, Digital Arts MFA students.

2004-05    5 year Review Committee, Assistant Dean of Fine Arts Technology.

2004    CAVE Committee, Research and review bids for AZ-Live VR CAVE.

2003 04    ArtStream Committee, online exhibition of digital art, College of Fine Arts.

2002    Search Committee, Visiting Artist in Media Arts.

2005    Scholarships Coordinator, Media Arts.

2001-03    Internet Technology Commerce and Design Institute.

| 2001-03 | Co-organizer, the Interactive Multimedia Exhibition and Festival. |
| 2001-02 | Chair, Hanson Institute Committee. |
| 2001 | Organized The *Digital Art Show*; an exhibition of student work. |
| 2000 | Vision/Mission Sub-Committee, Department of Media Arts. |
| 1999-2000 | Search Committee for the Director of Digital Arts. |
| 1999-06 | Digital Arts Advisory Committee. |
| 1998-03 | Co-chair of the Bi-annual Digital Arts Symposium, College of Fine Arts. |
| 1998-01 | Alternate Routes, Media Arts Annual Summer Series of Progressive Works. |
| 1998-99 | Member of the Review Panel, New Learning Environment Grants. |
| 1998 | Women in the Arts Committee, UA Presents. |

EXHIBITIONS

Installation

*Desert Views, Desert Deaths*
Installation of an interactive stereoscopic immersive environment (virtual reality CAVE), collaborator Johnie Hugh Horn.

| 2007 | SIGGRAPH Computer Graphics Conference Art Gallery, *Global Eyes*, San Diego. |
| 2006 | Her Shorts - 1st Annual Women's International Video Festival and Symposium. |
| 2005 | Arizona Biennial, Tucson Museum of Art, AZ. |
| 2004 | International Symposium for Electronic Arts (ISEA), held in the Baltic Sea, Helsinki, Finland, and Tallinn, Estonia. |
| 2005 | Treistman Center, College of Fine Arts, UA, Tucson. |

*Under Control / In Control*
Installation of an interactive stereoscopic immersive environment (virtual reality CAVE), collaborator Johnie Hugh Horn.

| 2005 | Scottsdale Museum of Contemporary Art, AZ. December–May. southwestNET: techno exhibit. |
| 2006 | Her Shorts - 1st Annual Women's International Video Festival and Symposium. |

Video

*Belly Big Belly*
An experimental video. 3:06

| 2006 | Her Shorts - 1st Annual Women's International Video Festival and Symposium. |

*on the subject of sex…*
An experimental documentary. 4:13

| 2001 | Arizona International Film Festival. Tucson, AZ. April. Won "Best of Arizona." |

*20 Years of SIGGRAPH*
Commissioned to produce, curate and edit a 20 minute documentation of the computer animation highlights shown at SIGGRAPH conferences for the past 20 years.

| 1993 | SIGGRAPH Electronic Theater. Anaheim, CA. |
| 1993 | SIGGRAPH International Computer Graphics Showing, Russia. |
| 1993 | SIGGRAPH Local Groups Show, Minneapolis, MN. |

*Two Women*
A video montage incorporating real time movement with digital effects. 4:00.

| 1986 | Women in the Director's Chair Film & Video Festival, Chicago, IL |
| 1986 | Gay and Lesbian Film Festival, San Francisco, CA. |

1985        Randolph Street Gallery, Chicago, IL.

<u>Web site</u>

*Women of a Certain Age*
1999 An interactive web site that explores women at mid-point in their lives, their reflections and aspirations.

<u>Stills</u>

*Hocus Pocus I and II, (Hoc est corpus meum)*, 32″ x 49″, ink jet prints, digital photographic collages, collaborator Johnie Hugh Horn.
1991        A.R.C. Gallery, Chicago.
1991        Intermedia Arts Gallery, Minneapolis.
1991        Faculty Show, Savannah College of Art and Design, Savannah.
1991        University of Texas Dallas Visual Arts Gallery, Richardson.
1991        Works by Women Faculty, 7th Floor Gallery, UW. Wisconsin.
1990        FAX Art Show, Gallery 400, University of Illinois, Chicago.


Processed digital image from 'untitled' installation, 20″ x 24″, cibachrome.
1986        U.A. Galleries, North Carolina State University, Raleigh, NC.
1986        Ontario Theater and Arts Festival, North Bay, Ontario, Canada.
1986        Porcesos, Reina Sophia Culture Center, Madrid, Spain.
1986        Meitetsu Hiyakkaten Museum, Nagoya-shi, Aichi, Japan.
1986        Fujisaki Museum, Sendai-shi, Miyagi, Japan.
1986        Yamagataya Museum, Kagoshima-shi, Kagoshima, Japan.
1986        Hankyu Hiyakatten Museum, Kita-ku, Osaka-shi, Osaka, Japan.
1986        Daimaru Museum, Shimokyo-ku, Kyoto-shi, Kyoto, Japan.
1986        Iwataya Museum, Chuo-ku Fukuoka-shi, Fukuoka, Japan.
1985        Isetan Museum, Shinjuku-ku, Tokyo, Japan.
1985        Computer Culture, La Chartreuse, Villeneuve, Lez Avignon.
1985        Ministry of Culture, Paris, France.
1985        Maison Culture, Chalonssuraone, France.
1985        City Council, Florence, Italy.
1985        SIGGRAPH Art Show, San Francisco, California.

<u>Early Works</u>

1985        Randolph Street Gallery, Chicago, IL.

           untitled, a large-scale video projection.

           *Interactive Computer Animation Interaction*, a two-computer installation allowing people in different locations to create an animation together. This project, exhibited in 1985, predates existing software, making it one of the earliest networked projects.

GRANTS

2005        Artists Projects Grant, Arizona Commission on the Arts.
2001        ACM SIGGRAPH Project Grant.
2001        Arizona Commission for the Arts.
2001        New Learning Environment Grant (NLE), University of Arizona.
2001-05     Various UA grants funding visiting artists, student/faculty interactions, etc.
1999        NLE Grant, UA.
1998        Small Grants Program, Office of the Vice President for Research, UA.
1990        ACM SIGGRAPH Special Projects.