

Dean Terry | Curriculum Vitae

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EDUCATION

M.F.A., Claremont Graduate University, 1991

B.A., Philosophy, University of North Texas, 1989

PROFESSIONAL EXPERIENCE

2002-2009 *Associate Professor of Arts & Technology & Director of Emerging Media*

School of Arts & Humanities, University of Texas at Dallas.

Emerging Media Program Development

- Designed new degree program in Emerging Media including B.A. and M.A. degrees.
- Planned, wrote, scheduled, and managed new courses and faculty in Emerging Media.
- Chaired committees for new faculty hires.

Arts & Technology (ATEC) Program Development

• Principally involved in growing the ATEC program from zero B.A. students in Fall 2002 to over 600 BA students in Fall 2007. Similarly, in 2002 there were no MA or MFA students. In the Fall of 2007 were near 150.

- Designed new courses in Virtual Worlds, Video, and New Media History & Theory.
- Hiring committee chair and/or member for multiple full time faculty hires: by Spring 2007, a total of twelve tenure track positions added for Arts & Technology.

MobileLab

- Founder of MobileLab, supported by Ericsson, Texas Instruments, Alcatel-Lucent, Samsung, RIM, Apple

Courses

- Mobile Culture, Nonlinear Storytelling for New Media, Emerging Media & Communications, Nonfiction Filmmaking, Online Worlds, Virtual Environments, Internet Studio, Aesthetics of Interactive/Digital Arts, Digital Video & Audio, Media & Cultural Studies, Critical Media Studies.

Advising

- Research advisor to UT Dallas President and the Vice President of Research
- Played a leading role advising both undergraduate and graduate students as new degree programs in Arts and Technology were proposed and approved.

University Service

- President's Research Advisory Council
- Vice President for Research Advisory Committee
- Chair, University Intellectual Property Committee (2004-2005)
- University Educational Policy Committee (2003-2004)
- Executive Committee, School of Arts & Humanities (2005-2007)

Online Presence

- Oversight of several UTD web design & development projects.
- Developed student weblogging sites to support online instruction.

2001 **Founder & Principal, IdeaRage Interactive Mobile Media**, Pasadena, CA.

- Winner of *Best in Show Award* from Internet World Wireless / CTIA NYC.
- Reviewed in Internet World, Digital Coast, Channel Seven, New Media, PC World.
- *Innovations in Mobile Media* Address to Digital Hollywood Conference.
- Developed new interactive mobile content for Sharp Electronics and other partners.

1999-2001 **Senior Vice President, Creative Development, AtomFilms / Shockwave**
(now part of Viacom), Los Angeles, Seattle, New York, and London.

AtomFilms is a major interactive media and games company and has won numerous industry awards and has had several films nominated for Academy Awards. www.atomfilms.com | www.shockwave.com. The company sold to Viacom in 2006.

Head of AtomFilms' AtomStudio, a world class creative and technical team with three divisions:
New Media Development

- Led the design of the AtomFilms web site in 2000, winner of multiple industry awards and 'best of' lists, including two Webby's.

- The AtomFilms Website was cited as one of the top ten most trafficked arts-related sites and was rated "Best of the Web" for online content by U.S. News & World Report.

▣ Developed interactive Internet projects for AtomFilms partners and clients.

Next Generation Content Development

- Created fastest growing animated web series in AtomFilms history with 5 million viewers.
- Produced original interactive Flash content for a variety of syndication partners.
- Pioneered innovative, interactive, nonlinear approaches to new media content online.
- Developed methodology for creating once, publishing everywhere for Flash: Web, TV, viral, new platforms / wireless / handhelds.

Research & Development

- Initiated and managed the development of R&D efforts in content creation for handheld and wireless devices, including projects with Nokia, Microsoft, and Macromedia.
- Guided the direction of technical innovations in immersive and data driven Flash, multi-player online gaming, visitor tracking, and other content technology advancements.

1997-1999 **Co-Founder, PixelWave Entertainment & Interactive Media**, Pasadena, CA.

- Led PixelWave from inception to its industry leading status and eventual acquisition by AtomFilms in December 1999. AtomFilms was subsequently purchased by Viacom.
- Hired and trained a world class, diverse team of creative and technology talent.
- Developed numerous content and technology projects with Yahoo, Warner Brothers, Sony, Paramount, Intel, Sprint, Cisco Systems, Broadcast.com, and many others.
- Produced the widely regarded *Stock Market Psychic*, an interactive web application with dynamic database driven technology. Featured in various media.
- Conceived and produced SmellFunny.com, an award winning entertainment destination site.

1995-1997 **Founder & Executive Director, Therefore Studios**, Pasadena, CA.

- Creative Consultant for the development of interactive web and music projects, multimedia and web development, and graphical user interfaces.
- Clients included KPMG, Western Digital, The Peter Norton Group, Motown Multimedia.
- Producer of multiple independent music CD releases, including a top indie label seller.

1993 –1994 **Co-Founder & VP of Creative Development: 3DI Games, Inc.** Los Angeles, CA.

- Design & Creative Direction for best selling Windows games published by MindScape: *Earth Invasion* and *Magnaflux Runner*.

- 1991-1993 ***Creative Consultant: The Peter Norton Group / Symantec.*** Santa Monica, CA.
• Creative Direction and GUI design for Peter Norton software applications,
including *Norton Utilities*, published worldwide through Symantec.

RECENT INVITED PRESENTATIONS & TALKS

Possibilities: Locative Video, Open Video Conference, New York University, 2009 (invited)
Placethings Mobile Media, Mobilize Conference, San Francisco, CA, 2008
Supernova: Mobile Connections. Hosted by the Wharton School, TechCrunch, 2008
Cultures of Virtual Worlds Conference, University of California Irvine, 2008
Virtual Worlds and The Museum, Dallas Museum of Art, 2008
New Approaches to Arts & Technology, The Dallas Chamber, 2007
New Media & Digital Art, Dallas Museum of Art, 2007
Design Matters, Greater Dallas Planning Council, 2007
What's Next in Online Worlds, Austin Game Conference, 2006
Aesthetic Strategies in Emerging Internet Media. TexElectronica Conference.
Museum of Modern Art, Fort Worth, TX. 2006.
Emerging Media and Games, Producers Association, 2006
Intersection: Games and Film, Dallas Video Festival, 2005
Political Media, Dallas Video Festival, 2005
Innovations on Mobile Games and Media, Digital Hollywood Conference

ADDITIONAL PRESENTATIONS & PANEL APPEARANCES IN BRIEF

Digital Hollywood, Digital Coast, Streaming Media East, eMediatainment, Real Networks
Conference, Museum of Modern Art in Ft Worth, Dallas Museum of Art, The
Contemporary, American Film Institute, Dallas Video Festival, Internet World, IEEE
Conference, University of Texas at Dallas Gaming Conference, California State University
Northridge, Glendale College, CA., Richland College, TX.

INTERVIEWS & ARTICLES IN BRIEF

TechCrunch, Film Maker Magazine, Hollywood Reporter, Digital Coast, New Media, Internet World, Upside, Internet Tonight, Seattle P.I., CNBC, NBC TV Los Angeles, CBS TV Dallas, Forbes, Wired, Animation Magazine, Channel Seven, Coagula, Los Angeles Times, LA Weekly, Artweek, Reporter TV, PC World, Business 2.0, Library Journal, Dallas Observer, Dallas Morning News, KERA 90.1 and various other magazines, radio, and television programs.

AREAS OF INSTRUCTION

Mobile & Locative Media, Web Media, Documentary Film Production, Social Media, Networks & Communities, Digital Film Production, Digital Video & Video Art, Sound Art / Digital Audio, Emerging Media, Internet & New Media Art, New Media Theory & Aesthetics, Interactive Narrative, Virtual Worlds, Interaction & Interface Design, Sound Design, Sound Synthesis, Sound for Film, Aesthetics & Philosophy.

SELECTED AWARDS

Best Documentary Film, World Media Festival, Miami, 2007
Award for Creative Excellence, Worldfest Intl. Film Festival, Houston, TX 2007
Tech Titan Award (program award) for Arts & Technology at UT Dallas.
Best in Show, Internet World Wireless / CTIA New York City, NY, 2001
Webby Award, (for AtomFilms) Internet Award for best broadband site, 2000
Art Directors Guild Award for Pixelwave, 1998

SELECTED STUDENT EXHIBITIONS AND PROJECTS

Art & Design in Virtual Worlds, Dallas Museum of Art, May 2008
MobileLab, Dallas Museum of Art, November 2007, Live Mobile video art
Shoshana Epsilon, The First University Art Gallery in the Metaverse / Second Life. Island, gallery, and event planned by ATEC and Computer Science graduate students. 2006
Distributed Nerves, Digital Art Show, University of Texas at Dallas Art Gallery, 2004
Beta Test 2.0, Meta Media Art & Performance Show, University of Texas at Dallas, 2004

About2getskinny.blogspot.com, Christi Neilsen's weblog and online performance project
24 hr Video Festival, Audience Award, Dallas Video Festival

VIDEO + AUDIO + INTERACTIVE + EXHIBITIONS + FESTIVALS

- 2008 PBS broadcast of *Subdivided*, various stations
Real Time at The Pompidou, Paris, Pocket Films Festival
Real Time Mobile Video Exhibition, Curator, The Contemporary
- 2007 USA Film Festival, 2007 *Subdivided*
World Media Festival, Miami *Subdivided*
Utopia Film Festival, *Subdivided*
Houston International Film Festival, Creative Excellence Award, *Subdivided*
Subdivided, Film Project. Premiere on PBS KERA January 2007.
Dallas Museum of Art. see www.subdivided.net
Reality Bytes, Curator, Video Performance Art, Center for Contemporary Art
- 2006 *Massive Change*, Museum of Contemporary Art, Chicago. Documentary Photography.
Night Train, Machinima Video Show, Studio 832 Gallery, Dallas, TX
Rhythmic Patterns, Video Painting Event, Bath House Cultural Center, Dallas, TX.
- 2005 *Moving Pictures*, Video Art Show, Center for Contemporary Art, Dallas TX
Subrealities, Curator, Internet Art Show with National Artists and Guest Speakers
including Lev Manovich.
- 2004 - 2006 *100lies.com*, Mobile video art Internet site (micro documentaries shot on mobile phone)
- 2003 - 2005 *Alt7.com*, Weblog of culture, media, politics, games, community, and the environment.
- 2002-2003 *Plano*, Short Film, Ann Arbor Film Festival + national traveling exhibition.
- 1998-2002 Writer / Director / Producer of numerous videos, interactive flash, and games published
worldwide through PixelWave.com, AtomFilms.com, and Shockwave.com (see above)

- 1998 *incorrect object*,•Audio CD, experimental electronic audio & performances
- 1997 *Anti-Organic*, Audio CD, experimental electronic audio & performances
18 Minutes, Solo Performance, Foundation for Art Resources, Los Angeles
26 Minutes, Solo Performance, The Spanish Kitchen, Los Angeles
- 1996 *26 Poems*, Interactive multimedia project, web & CD-ROM.
Antecedent Condition, Solo video installation, Glendale College, Glendale, CA
therefore spoken, Solo performance, The Brewery, Los Angeles
- 1995 *Spinning*, video art & sound release on VHS
Get Back, Kohn Turner Gallery, Los Angeles
- 1994 *Gun*, Video art & sound release on VHS
New Video Art, Los Angeles Contemporary Exhibitions, Los Angeles
- 1993 *Swallow*, Video art performance loop release on VHS
Bubbles, Video art release on VHS
Quiver, spoken word performance, Beyond Baroque, Los Angeles
- 1992 *Breakup & Fight*, Video art performance loop releases on VHS
F.A.R. Bazaar, Video Installation, Federal Reserve Building, Los Angeles
Vex, University of Southern California
- 1991 *Whoops*, Video art performance loop release on VHS
The California Show, University of Colorado at Boulder, Denver
M.F.A. Exhibition, Computer art & video, West Gallery, Claremont Graduate School
- 1990 *No Test Material on This Page*, Cassette release of experimental audio
Therefore Artist, solo performance, Harvey Mudd College
- 1989 *therefore II*, limited edition cassette, experimental audio performances
- 1987 *therefore I*, limited edition cassette, experimental audio performances

SELECTED RECENT PUBLISHED COLUMNS & ESSAYS

Fragile Cities, Dallas Morning News, October 2005

Model Citizen or Model Consumer? Dallas Morning News, August 2005

A War Worth Fighting, Dallas Video Festival Catalog, August 2005

The Lawnmower Man, Dallas Morning News, March 2005

Two Kinds of Ugly, Dallas Morning News, February 2005

Memory and The Loss of Community in Suburbia, Dallas Morning News, January 2005

Being Full Means Being Empty in Suburbia, Dallas Morning News December 2004

George and Betty, Dallas Morning News, October 2004

On The Road to Nowhere, Dallas Morning News, September 2004

Pavlov's Consumer, Dallas Morning News, May 2004

CONTACT INFORMATION

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