



CURRICULUM VITAE

EDUCATION

- 1991 AKADEMIE der BILDENDEN KÜNSTE (Academy of Fine Arts), Munich, Germany.
Fine Arts Diploma. Concentration on found object installations and video art installations.
- 1983 MASSACHUSETTS INSTITUTE of TECHNOLOGY, Cambridge, MA, USA.
M.S. in Mechanical Engineering. Studies in Biomechanics Lab and in precursor to MIT Media Lab.
- 1979 STANFORD UNIVERSITY, Stanford, CA, USA.
B.S. in General Engineering/Product Design. Concentration in human-machine interface design.

COLLECTIONS:

MUSEUM of MODERN ART (MoMA), New York, NY. *Connection Machine CM-2*
WHITNEY MUSEUM of AMERICAN ART, New York, NY. *Unexpected Growth* AR installation
SAN JOSE MUSEUM of ART, San Jose, Silicon Valley, California. *Beyond Manzanar* VR installation
SMITHSONIAN INSTITUTION, Washington DC. *Connection Machine CM-2*
COMPUTER HISTORY MUSEUM, Silicon Valley, California. *Connection Machine CM-1*
ROCHE BASEL Art Collection, *ARpothecary's Garden*, AR installation
EDUARDO KAC Collection, *Touching, Traces: 2020-05-14*, fine art print
LYNN HERSHMAN LEESON Collection, *Touching, Traces: 2020 Election Diaries*, 21 print series

SELECTED AWARDS, RESIDENCIES, COMMISSIONS:

- 2022 KUNSTSAMMLUNG ROCHE BASEL acquisition, *ARpothecary's Garden* AR installation. Commissioned by Roche for the ARTour Basel AR city tour, curated by Sabine Himmelsbach/House of Electronic Arts Basel.
- SUNDANCE INSTITUTE | UNITY CHARITABLE FUND GRANT.
- GAZELL.iO online digital artist in residence, GAZELLI ART HOUSE London.
- LUMEN PRIZE / BCS (British Computer Society) Immersive Environment Award Longlist.
- 2021 CHRISTIE'S NY first curated NFT sale "Proof of Sovereignty," curated by Lady PheOnix.
- SUNDANCE INSTITUTE Art of Practice fellow, 2021 – 2022.
- SMITHSONIAN INSTITUTION AR commission for 175th anniversary FUTURES exhibition.
- THE PHOTOGRAPHERS' GALLERY, London. Commission for deepfake participatory AI net art.
- DiMoDA 4.0 commission for "Atmos Sphaerae" VR artwork, curated by Christiane Paul.
- CINEQUEST Best Immersive VR for "My Identity Is This Expanse." (Guest VR artist for this VR experience by Karolina Markiewicz and Pascal Piron.)
- 2020 FILM FERNSEH FONDS BAYERN (Film Commission Bayern) concept and prototyping grant for a mixed reality VR installation on the elemental cycles of life.
- NANTESBUCH FOUNDATION commission. "Suspended Spring" video artwork, for the "Arts for Spring" exhibit.

- FILM FUND LUXEMBOURG funding as guest VR artist for "My Identity Is This Expanse" VR experience, directed by Karolina Markiewicz and Pascal Piron.
- GOETHE-INSTITUT MONTREAL New Nature grant for AR collaboration with Prof. Dr. Luisa I. Falcon.
- VIRTUAL PILGRIMAGE to MANZANAR: *Beyond Manzanar* VR online walkthrough, San Jose JACL keynote event for the Manzanar 2020 Virtual Online Pilgrimage.
- 2019 KNIGHT FOUNDATION/MICROSOFT Immersive Technology in the Arts grant, as AR artistic advisor for *Hidden Histories of San Jose Japantown*, with the Japanese American Museum of San Jose, CA.
- DIGITAL GRAFFITI Artist in Residence, AR large projection *Evolution of Fish* (with /p), Alys Beach, Florida.
- 2018 WHITNEY MUSEUM of AMERICAN ART, commission: augmented reality artwork *Unexpected Growth* (with /p).
- GOETHE-INSTITUT travel grant for participation in "Programmed," Whitney Museum, New York, NY.
- IX VISIONARY PIONEER AWARD, Society of Art and Technology (SAT), Montreal, Canada
- VRHAM PEOPLE'S CHOICE AWARD for *Land of Cloud: The Cloud Deities Speak* VR artwork, Hamburg
- 2017 GOOGLE VR TILT BRUSH Artist in Residence for *Land of Cloud*, San Francisco, California
- NEA (NATIONAL ENDOWMENT FOR THE ARTS) Boston Cyberarts AR exhibit, Salem Maritime Museum, MA.
- DIE NEUE SAMMLUNG (The Design Museum) in the PINAKOTHEK DER MODERNE, AR installation and tour with curator Dr. Xenia Riemann-Tyroller, for the Lange Nacht der Museen/Long Night of the Munich Museums.
- 2015 SEATTLE ART MUSEUM, augmented reality commission for the SAM Olympic Sculpture Park, Seattle.
- DIGITAL SYNESTHESIA commission for *I am Sound* interactive installation (with Christoph Reiserer).
- 2014 ARTS COUNCIL ENGLAND grant for *Fractured Visions*, AR installation on polyopia.
- WELLCOME TRUST grant for *Fractured Visions*, AR installation on polyopia.
- AXNS Curatorial Collective commission for *Fractured Visions*, AR installation on polyopia.
- Honor roll, IT HISTORICAL SOCIETY for visual design of *Connection Machine* supercomputer.
- ARCHIVE of DIGITAL ART (ADA), Director Oliver Grau. Featured Artist.
- DUKE UNIVERSITY, Visiting artist, Experimental Documentary Studies MFA program, Durham, NC, USA.
- 2013 MACDOWELL COLONY Fellow, Peterborough, New Hampshire, USA.
- DUKE UNIVERSITY, Visiting artist, Experimental Documentary Studies MFA program, Durham, NC, USA.
- 2012 ROCKEFELLER FOUNDATION Cultural Innovation Fund award for the Caribbean Cultural Center - African Diaspora Institute, East Harlem, New York City. AR artistic and technical advisor for "Mi Querido Barrio" mobile augmented reality art, culture and history tour.
- ZERO1 BIENNIAL / SAMEK ART GALLERY (Bucknell Univ.) commission as part of Manifest.AR group
- FACT LIVERPOOL commission for bio-sensing augmented reality artworks.
- 2011-12 GOETHE-INSTITUT Second Life Artist in Residence
- 2011 DUKE UNIVERSITY, Visiting artist, Experimental Documentary Studies MFA program, Durham, NC, USA.
- 2009 IBM INNOVATION AWARD for Artistic Creation in Art and Technology, Boston Cyberarts Festival, USA.
- WORLD TECHNOLOGY AWARD nominee in the category Art, sponsored by Time Magazine, Science Magazine and the American Association for the Advancement of Science.
- 2007 HAUPTSTADTKULTURFONDS (Berlin Capital City Fund) award, Berlin, Germany.
- 2006 YOUNG ART/NEW MEDIA (Junge Kunst/Neue Medien) AWARD of Munich/Bavarian State Capital City.
- 2004 MASSACHUSETTS INSTITUTE of TECHNOLOGY, CAVS, Cambridge, MA, USA. Research fellow.

- 2003 JAPAN FOUNDATION Fellowship and KYOTO ART CENTER Artist in Residence.
- 2002 SAN JOSE MUSEUM of ART, San Jose, CA., purchases *Beyond Manzanar* interactive 3D virtual reality installation for its permanent collection.
- 2001 ROCKEFELLER FOUNDATION, New Media Arts Fellowship nominee.
- 1999 IAMAS (INTERNATIONAL ACADEMY of the MEDIA ARTS and SCIENCES) residency, Ogaki City, Japan.
- 1999 ART CENTER COLLEGE of DESIGN residency, Pasadena CA.
- 1998 WIRED MAGAZINE computer art award.
- 1996 GLOBAL INFORMATION INFRASTRUCTURE (GII) AWARDS PROGRAM (formerly NII Awards): Next Generation Award for "extraordinary achievement on the Internet and information highway."
SMITHSONIAN / COMPUTER WORLD Finalist
- 1992 DEUTSCHE VIDEOKUNSTPREIS Finalist, ZKM, Karlsruhe, Germany.
- 1985 Co-signer of Connection Machine CM-1 supercomputer patent for "Method for Interconnecting Processors in Hyper-Dimensional Array." <http://www.google.com/patents/US4805091> (downloaded Sept. 24, 2015).

SELECTED SOLO EXHIBITIONS:

- 2022 KUNSTVEREIN WOLFSBURG, "Diverse Realities" solo show / retrospective.
MEET DIGITAL CULTURE CENTER, Milan. *Enter the Plastocene* multi-channel immersive installation.
- 2021 THE PHOTOGRAPHERS' GALLERY, London. *Lend Me Your Face: Go Fake Yourself!* deepfake AI net art.
DAM PROJECTS BERLIN, "Virtual Berlin Wall" VR and fine art prints.
donumenta ARTLAB Gleis 1, Regensburg, Germany. *Enter the Plastocene* multi-channel immersive experience.
METRONOM, Modena, Italy. *Lend Me Your Face: Go Fake Yourself!* deepfake AI net art and Video Wall.
- 2020 "Sponge Space Trash Takeover," in "Sponge Space" online Mozilla Hubs VR. Courtesy of Cyan Planet and the xR HUB BAVARIA.
- 2019 DIGITAL ART SPACE MUNICH, Director Karin Wimmer. *Evolution of Fish* VR large projection (with /p)
CLB BERLIN | AUFBAU HAUS at MORITZPLATZ "Virtuelle Mauer/ReConstructing the Wall" (2008, T+T | Tamiko Thiel + Teresa Reuter) Interactive large projection VR installation.
- 2016 SEATTLE ART MUSEUM, USA. Olympic Sculpture Park AR commission "Gardens of the Anthropocene"
- 2014 UNPAINTED art fair, Munich. *pilotraum01 eV* (Serafine Lindemann artcircolo, Christian Schön Kunst|Konzepte
"Fractured Visions," AXNS COLLECTIVE @ KING'S COLLEGE LONDON, for MERGE FESTIVAL, London, UK.
NORTHEASTERN UNIVERSITY, Boston, USA. *Virtuelle Mauer/ReConstructing the Wall*.
BENTLEY COLLEGE, Boston, USA. *Virtuelle Mauer/ReConstructing the Wall*.
Virtuelle Mauer ZeitLabor, BEROLINA BERLIN, Germany, 25th anniversary of the Fall of the Berlin Wall.
- 2012 "Transformation," St. LUKASKIRCHE and public artworks in Munich/Lehel, Germany. Curated by *pilotraum01 e.V.* (Serafine Lindemann / artcircolo and Christian Schön / Kunst | Konzepte).
TATE MODERN, London "All Hail Damien Hirst!" augmented reality intervention into Damien Hirst retrospective.
- 2011 "Dislocative Sculpture" performative event at the GOETHE-INSTITUT Island in Second Life, in collaboration with the United | Dislokations | Kartell (U|D|K).
"Carnation Rain (Largo do Carmo)" augmented reality (AR) installation, LISBON, Portugal

- 2010 INDIAN INSTITUTE OF TECHNOLOGY Industrial Design Center, in cooperation with the GOETHE-INSTITUT MUMBAI (BOMBAY), India.
GOETHE-INSTITUT in Bangalore, India, and in Colombo, Sri Lanka.
- 2009 HARVARD UNIVERSITY John F. Kennedy School of Government, in cooperation with the GOETHE-INSTITUT BOSTON, Cambridge, USA. Speakers: German Consul Friedrich Loehr and Harvard Professor Steven Walt.
AMERICAN UNIVERSITY MUSEUM in collaboration with the GOETHE-INSTITUT WASHINGTON, Washington, D.C., USA. Special opening talk by GERMAN AMBASSADOR Klaus Scharioth.
GOETHE-INSTITUT in NEW DELHI, INDIA and LOS ANGELES, USA.
BOSTON CYBERARTS FESTIVAL / GOETHE-INSTITUT BOSTON, Boston, MA, USA.
GALLERY [DAM] BERLIN, Germany. "ReVisioning the Virtual Wall," fine art digital print collages based on the 3D installation *Virtuelle Mauer/ReConstructing the Wall*.
- 2008 MUSEUM for COMMUNICATION, Berlin. World premiere of *Virtuelle Mauer / ReConstructing the Wall*.
- 2007 911 MEDIA ARTS CENTER, Exhibition of *The Travels of Mariko Horo* in conjunction with the exhibit "Japan Envisions the West: 16th-19th Century Japanese Art from Kobe City Museum" at Seattle Art Museum.
- 2005 BOSTON CYBERARTS FESTIVAL / GOETHE-INSTITUT, Boston, MA. "Virtual Reality Projects."
- 2004 MASSACHUSETTS INSTITUTE OF TECHNOLOGY, USA. Center for Advanced Visual Studies (CAVS).
- 2002 UNIVERSITY of CALIFORNIA SAN DIEGO, USA. Center for Research on Computers in the Arts (CRCA):

SELECTED GROUP EXHIBITIONS:

- 2022 ARTour Basel, developed by ROCHE for the City of Basel, Switzerland, curator Sabine Himmelsbach.
GAZELLI ART HOUSE, London. DiMoDA 4.0 exhibit "Dis/Location," curator Christiane Paul.
DAM PROJECTS, Berlin. "Command + Control + Q", curator Anna Meinecke.
DIGITAL ART @ SONY CENTER POTSDAMER PLATZ, Berlin, curated by DAM Projects, Berlin.
#MakeUsVisible group AR exhibit, Munich. #JulietToo AR enhancement of Juliet Capulet sculpture.
EVOLUON "RetroFuture," Next Nature Network, Eindhoven, Netherlands.
- 2021 SMITHSONIAN INSTITUTION, Arts and Industry Building. FUTURES 175th anniversary exhibition
5th ARTISTS BIENNIAL, Artists Association in Haus der Kunst, Munich
WHEATON BIENNIAL, Norton, MA, USA. "final_final_FINAL" show, juried by Legacy Russel.
MEET CENTER MILAN, "Synthetic Corpo-Reality" online exhibit in Mozilla Hubs, curator Julie Walsh.
WING LUKE MUSEUM OF THE APA EXPERIENCE, "Community Spread: How we faced a pandemic"
MoMAR AR app group show "Augmented Species," curators Tina Sauerländer and Ursula Ströbele.
MICROWAVE FESTIVAL HONG KONG, showing Lend Me Your Face! deepfake AI installation.
RIJKSMUSEUM TWENTHE, Enschede, Holland. "Deep Truth," showing Lend Me Your Face! deepfake AI.
LICHTSICHT TRIENNALE, Bad Rothenfelde, Germany.
immersiVR VR art platform, "Uncharted Territories" group VR exhibit, Synthesis Gallery & InVR, Berlin.
Guest Artist for "My Identity Is This Expanse" VR installation and film, directed by Karolina Markiewicz and Pascal Piron. Showings in:
- CASINO LUXEMBOURG, "Stronger than memory and weaker than dewdrops."
- CINEQUEST Film Festival, San Jose, California. (Winner: Best Immersive VR).

- 2020 HAUS der KUNST, Munich. "Götzendämmerung: Art and AI as Aesthetic Discourse in the Age of Trans- and Posthumanism," Artists Association in Haus der Kunst.
- NANTESBUCH FOUNDATION, Bad Heilbrunn, Germany. "Arts for Spring."
- CADAF (Contemporary & Digital Art Fair), presented by DANAÉ Digital Art Network, Paris.
- LICHTSICHT TRIENNIAL, Bad Rothenfelde, Germany.
- DAM GALERIE, Berlin, Germany." SUMMER SPLASH 6"
- GALLERY PRISKA PASQUER, Cologne, Germany. "Our Duty is to Experiment - 20th anniversary group show."
- RIXC ART SCIENCE FESTIVAL, "Ecodata," National Library, Riga, Latvia.
- RE-START online exhibit in Mozilla Hubs for Medientage München, curator Julie Walsh.
- "My Identity is this Expanse," by Karolina Markiewicz and Pascal Piron: Guest VR Artist.
- BIAF Animation Festival, Bucheon, South Korea.
 - 360° FILM FESTIVAL, Paris. Winner: Best Sound.
 - PALM SPRINGS ANIMATION FESTIVAL, Palm Springs, California, USA.
 - REAL WORLD XR PRIZE 2020: Finalist.
 - Cinequest, Best Immersive VR, San Jose/Silicon Valley, California, USA
- TELEMATIC GALLERY, San Francisco. "The Archive to Come"
- REGENSBURG SHORT FILM WEEK, Regensburg, Germany.
- 2019 MUSEUM of MODERN ART, New York. "Energy," curated by Paola Antonelli and Anna Burckhardt.
- PINAKOTHEK der MODERNE MUNICH, preview exhibit, PIN. benefit auction for the Pinakothek der Moderne and Museum Brandhorst. "*Nothing of him that doth fade ...*" 3D printed ceramic sculpture and custom AR app.
- MUSEUM SINCLAIR-HAUS, Bad Homburg, Germany. Group exhibit "Illusionary Nature".
- SAN JOSE MUSEUM of ART, San Jose, CA. "Almost Human: Digital Art from the Permanent Collection"
- EUPHRAT MUSEUM of ART, De Anza College, Cupertino/Silicon Valley. "Space and Place" exhibition.
- KENNIN-JI Zen temple, Kyoto, „Art Innovation“ exhibition, KYOTO U and GOLDSMITHS U of London.
- DIGITAL GRAFFITI FESTIVAL, Alys Beach, Florida. Premiere of *Evolution of Fish* AR projection.
- 2018 WHITNEY MUSEUM of AMERICAN ART, "Programmed: Rules, Codes, and Choreographies in Art, 1965–2018," curator Christiane Paul.
- VRHAM, virtual reality festival, Hamburg. Winner of Audience Appreciation Award.
- WING LUKE MUSEUM of the Asian American Experience / SMITHSONIAN INSTITUTION Affiliate, "Worlds Beyond Here: The Expanding Universe of APA Science Fiction" group exhibit, Seattle
- SOCIETY of ART and TECHNOLOGY (SAT), AR installation for the iX Symposium, Montreal
- "Augmented Reality Public Art," HANG SENG UNIVERSITY (formerly "Management College"), Hong Kong.
- i4c – "The Magic of Virtual Reality," BAVARIAN FILM CENTER, Bavarian Academy of Fine Arts, Munich
- 2017 MUSEUM of MODERN ART, New York. "Thinking Machines: Art and Design in the Computer Age, 1959–1989," curators Sean Anderson and Giampaolo Bianconi.
- "RESET III and Virtual Reality," PRISKA PASQUER GALLERY, Cologne, Germany. Curated by Tina Sauerländer (peer to space).
- MOVING IMAGE NEW YORK Art Fair, New York. *Beyond Manzanar* VR large projection installation.
- PIONEER WORKS, Brooklyn, NY. *Gardens of the Anthropocene* AR installation.
- BOSTON CYBERARTS / NATIONAL ENDOWMENT for the ARTS, "The Augmented Landscape," Salem Maritime National Historic Site, Salem, MA, USA.

- „stand by me,“ curator Katia Rid. GALERIE DER KÜNSTLER, Munich, Germany
- 3rd Artists' Biennale, HAUS der KUNST, Munich, Germany
- 2016 DIGITAL SYNESTHESIA exhibition, University of Applied Arts, Vienna. Premiere of "I am Sound."
9e2 Seattle, media art festival commemorating the 50th anniversary of 9 Evenings in the Armory, New York.
"Mi Querido Barrio" CCCADI (Caribbean Cultural Center and African Diaspora Institute) East Harlem, NYC
VIRTUALE SWITZERLAND, Lugano. Curated by Digital Art Weeks International.
- 2015 WING LUKE MUSEUM / SMITHSONIAN INSTITUTION AFFILIATE, Seattle, USA. "Construct/S," curated by Stacey Uradomo. Premiere of "Brush the Sky."
ADM GALLERY, "ADM Faculty Show 2015: Beyond the Horizon," Nanyang Technological University, Singapore. Curated by T.K. Sabapathy and Michelle Lim. "Golden Blessings SG50."
VIRTUALE SWITZERLAND, Lausanne. Curated by Digital Art Weeks International.
- 2014 VIRTUALE SWITZERLAND, opening in parallel with ART BASEL. Curated by Digital Art Weeks International with the support of Prohelvetia Swiss Art Council, City & Canton of Basel, House for Electronic Arts, Basel.
ISEA DUBAI Media Art Festival, Dubai, United Arab Emirates.
- 2013 CORCORAN GALLERY of ART / Corcoran College of Art and Design Gallery 31, "Manifest:AR" invitational show. Washington D.C., USA.
FACT, (Foundation for Art and Creative Technology), Liverpool, UK. "Turning FACT Inside Out" 10th anniversary exhibition, Manifest.AR commission.
CONTEMPORARY ISTANBUL art fair, in the KASA GALLERY's exhibit "YOU CANNOT AFFORD THIS!"
SIGGRAPH ASIA, Hong Kong. "The Virtuale Exhibition."
MUSEUM of CONTEMPORARY CUTS (MoCC), in the exhibition "Jackpot!"
KASA GALLERY, Sabanci University, Istanbul, in the exhibit "I Occupy."
DIGITAL ART WEEKS INTERNATIONAL, Singapore.
- 2012 ART GWANGJU art fair, Korea. Presented by THE ART SYN PROJECTS (London).
NIKOLAJ KUNSTHAL / COPENHAGEN ART FESTIVAL, "Conversations," Manifest.AR invitational show.
HAYWARD GALLERY exhibit "Invisible", London, U.K. Uninvited augmented reality intervention.
ZERO1 BIENNIAL, San Jose, CA. / SAMEK ART GALLERY, Bucknell University, Lewisburg, PA., USA.
TRIENNALE DI MILANO, Italy. "No.Need.For.Real?" AR group show (curator: Art Clay) for the VSMM2012
BROAD ART CENTER, UCLA, Los Angeles, USA. "LA Re.Play" public art exhibit for the CAA.
arOCCUPY May Day – global augmented reality event.
- 2011 VENICE BIENNALE and the GERMAN NATIONAL PAVILION, Venice, Italy. "Manifest.AR Venice Biennale 2011 AR Intervention," leader of uninvited guerilla augmented reality intervention.
ISTANBUL BIENNIAL, in the official parallel program ISEA2011 / UNCONTAINABLE. Exhibitions:
- "Not There," KASA GALLERY of the Sabanci University
- "Invisible Istanbul: Captured Images" augmented reality intervention in main exhibit of Istanbul Biennial.
ICA BOSTON (Institute of Contemporary Art), Boston, USA. "Manifest.AR@ICA" invitational show.
AR OCCUPY WALL STREET, New York, NY.
DUMBO Arts Festival, Brooklyn, New York, USA.
SAMEK ART GALLERY, Bucknell University, Lewisburg, PA., USA. "Not Here" Manifest.AR group show.

- 2010 MUSEUM of MODERN ART NEW YORK (MoMA), New York City, USA. "We AR in MoMA," uninvited guerilla augmented reality intervention.
PALAZZO MEDICI-RICCARDI, Florence, Italy. "Colorito," ACM Multimedia Interactive Art Exhibit.
- 2009 FONDAZIONE QUERINI STAMPALIA, Venice, Italy. "Altre Lingue Altre Poetiche Nel Contemporaneo," as part of the transnational literary festival "Incroci di Civiltà," in the *Concordanze* contemporary art series.
LABORAL CENTRO de ARTE, Gijon, Spain. "FEEDFORWARD: Angel of History" group show, curated by Steve Dietz and Christiane Paul.
CITY MUSEUM of BERLIN / Ephraim-Palais, Berlin, Germany. "FALLMAUERFALL | 61-89-09" group show.
- 2007 SIGGRAPH 2007 ART GALLERY, San Diego, CA. USA. "Global Eyes" group show.
ARTS CENTRE VOORUIT, Ghent, Belgium. "The game is up!" group show.
- 2006 ZERO1 BIENNIAL/ISEA2006, SAN JOSE MUSEUM of ART, San Jose, CA. "Edge Conditions" by Steve Dietz
"Image War: Contesting Images of Political Conflict," Art Gallery Of The Graduate Center at CITY UNIVERSITY OF NEW YORK (CUNY), curated by WHITNEY MUSEUM OF ART'S INDEPENDENT STUDY PROGRAM.
AMERICAN UNIVERSITY MUSEUM, Washington D.C. "Visual Politics: The Art of Engagement."
- 2005 SAN JOSE MUSEUM OF ART, San Jose, CA, USA. "Visual Politics: The Art of Engagement,"
KUNSTVEREIN WOLFSBURG, Germany. "Non-Stop: A Project on the Ambivalence of War and Peace."
- 2004 "Only Skin Deep," traveling exhibit, SEATTLE ART MUSEUM, Seattle, WA, USA.
- 2003 INTERNATIONAL CENTER OF PHOTOGRAPHY (ICP), New York, NY, USA. "Only Skin Deep" group show.
Kyoto Biennale, KYOTO ART CENTER, Kyoto, Japan.
FILE-2003, Electronic Language International Festival, PAÇO DAS ARTES, São Paulo, Brazil.
ICA MEDIA CENTRE, London, UK. "Web3D Art 2003," group show.
- 2002 "Highlights of the Permanent Collection," SAN JOSE MUSEUM OF ART, San Jose, CA, USA.
ZKM (Zentrum für Kunst und Medientechnologie), Karlsruhe. „BILDER*CODES# 1992-2002: 10 JAHRE MEDIENKUNST im DIALOG, 10th anniversary of the \ \ INTERNATIONALEN \ MEDIEN \ KUNST \ PREIS.
5th Media Arts Festival, TOKYO METROPOLITAN MUSEUM OF PHOTOGRAPHY, Tokyo, Japan
- 2001 SIGGRAPH, Los Angeles, CA, USA. "N-Space Gallery,"
INTERACTION '01, 4th Biennale: World Forum for Media and Culture, Ogaki, Japan.
CYNETart 2001, Dresden, Germany.
- 2000 TOKYO METROPOLITAN MUSEUM of PHOTOGRAPHY, Tokyo, Japan. "IAMAS Artists in Residence,"
- 1999 EUROPEAN MEDIA ARTS FESTIVAL (EMAF), Osnabrück, Germany. "VRML-ART" group show.
- 1998 HAINES GALLERY, San Francisco, CA, USA. "Plugged In," group show.
- 1997 RAUMA MUSEUM of ART, Rauma, Finland. "Aurinko - Solar Energy," group show.
NATIONAL MUSEUM of WOMEN in the ARTS, Wa.DC, USA. "Women and the Art of Multimedia."
- 1993 The Connection Machine CM-2 was exhibited as part of Karl Sims' "Genetic Images" at:
- ARS ELECTRONICA, Linz, Austria.
- CENTRE GEORGES POMPIDOU, Paris, France.
"4th International Sound Basis Visual Arts Festival," WRO 93, Wroclaw, Poland.
"VideoForum: Best of Recent Video," ELDORADO CENTRUM VOOR BEELDCULTUR, Antwerp, Belgium.

- 1992 DEUTSCHE VIDEOKUNSTPREIS, ZKM Karlsruhe (Zentrum Für Kunst und Medientechnologie), Germany. "Das Goldene Ei" premiered on German TV station SW3.
- "Experimental Film and Video Festival," IMAGE FORUM, Tokyo and Osaka, Japan.
- "VIDEONALE 5," Bonner Kunstverein, Bonn, Germany.

FEATURED WORKS IN BOOKS & CATALOGS:

- 2021 Robertson, Jean & McDaniel, Craig. Themes of Contemporary Art: Visual Art after 1980. Oxford University Press, pp. 335 – 337.
- 2020 Sauerländer, Tina. "Über Tamiko Thiel." I Love Women Artists: zum 100-jährigen jubiläum der Erstzulassung von Frauen an deutschen kunstakademien, Bianca Kennedy and Janine Machkenroth, ed. One hundred women curators, gallerists and collectors write about 100 women artists in Germany.
- Fedorova, Ksenia. Tactics of Interfacing: Encoding Affect in Art and Technology, MIT Press. Essay on my work, pp. 228-230, 234, 237-238, 240.
- 2019 "Strange Growth" augmented reality artwork (with /p) published in VECTOR artist book, Guest Editor Birthe Blauth, Managing Editors, Peter Gregorio and Javier Barrios. Book launch at Kunstverein Munich.
- "Water Lily Invasion" (p.11) and "Unexpected Growth" (with /p, p.18), Convergence: How The World Will Be Painted With Data, Editor Charlie Fink, Convergence Press.
- 2017 "Artwork: Tamiko Thiel," Augmented Reality: Innovative Perspectives across Art, Industry, and Academia, Morey, Sean and Tinnell, John, Ed. Parlor Press, Anderson, SC, USA, pp. 271-275.
- 2016 Paul, Christiane. "Augmented Realities: Digital Art in the Public Sphere," in A Companion to Public Art (Blackwell Companions to Art History), Knight, Cher Krause, and Senie, Harriet F., ed., pp. 218-219.
- Gsöllpointner K. et al. Digital Synesthesia. A Model for the Aesthetics of Digital Art. Berlin/Bosten: De Gruyter.
- Achtelik, Anna. "Interrogating the Sublime: Reconstructions," Transdiscourse 2: Turbulence and Reconstruction, Editor Jill Scott, De Gruyter, Berlin, pp. 158-161.
- 2015 Paul, Christiane. Digital Art, 3rd edition, Thames & Hudson World of Art series, London, pp. 130-131, 238-240.
- Uradomo-Barre, Stacey. CONSTRUCTIS exhibition catalog, WING LUKE MUSEUM / SMITHSONIAN INSTITUTION AFFILIATE, Seattle, USA, pp. 26 – 33.
- Sabapathy, T.K. and Lim, Michelle. ADM 10th Anniversary Faculty Show "Beyond the Horizon" Catalog, Nanyang Technological University Dept. of Arts, Design and Media (NTU ADM), Singapore, pp. 266-267.
- 2013 Aceti, Lanfranco, Rinehart, Richard, and Sahin, Ozden, ed. "Not Here Not There" Part 2. Leonardo Electronic Almanac, Volume 19 Issue 2. Pages 5, 17-18, 24-25, 118-119, 210-219.
- Lodi, Simona. "Illegal Art and Other Stories," Unlike Us Reader. Social Media Monopolies and Their Alternatives, Ed. Geert Lovink, Miriam Rash, Amsterdam: Institute of Network Cultures, 2013, pp 250-251.
- 2010 Lieser, Wolf. The World of Digital Art (large format hardcover), Ullman/Tandem Verlag, Königswinter, Germany.
- 2009 Gessner, Ingrid. "Moving Beyond Manzanar: Transnationalizing Japanese American Internment Experiences." Virtually American? Denationalizing North American Studies. Ed. Mita Banerjee. Heidelberg, 2009. pp77-96.
- Lieser, Wolf. Digital Art (Art Pocket Series), Ullman/Tandem Verlag, Königswinter, Germany, pp 104-105.
- 2007 Smith, Matthew. The Total Work of Art: From Bayreuth to Cyberspace, Routledge, NY, 2007, pp 180-186.
- Gessner, Ingrid. From Sites of Memory to Cybersights: (Re)Framing Japanese American Experiences, Universitätsverlag Winter, pp. 90-106.
- 2003 Paul, Christiane. Digital Art, 1st edition, Thames & Hudson World of Art series, London, pp. 130-132.

SELECTED REVIEWS and INTERVIEWS:

- 2022 1E9 & xR Hub Bavaria, "Wie die Künstlerin Tamiko Thiel zur XR-Pionierin wurde - und fast für Steve Jobs gearbeitet hätte." <https://newrealities.podigee.io/38-tamiko-thiel-xr-kunst>, 02 Nov.

- 2021 Cook, Sarah. "Maintaining Composure: An Interview with Tamiko Thiel," on unthinking photography, The Photographers' Gallery.
- 2020 Vintage Computer Festival Midwest. "An interview with TAMIKO THIEL, lead product designer at Thinking Machines Corp.," Sept. 12.
- Allroggen, Antje. "Digitalisierung der Museen – Modernisierungsschub durch die Krise", Deutschlandfunk, 04. Juni. Podcast Interview von 10:15 - 13:05 über meine *Connection Machine* und *Unexpected Growth*.
- 2019 Grau, Oliver, Hoth, Janina and Wendl-Vogt, Eveline, eds. "Digital Art through the Looking Glass," tradition press, Edition Donau-Universität, Krems, Austria, pp. 10,11.
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SELECTED WRITINGS:

- 2016 "Assemblage and Décollage in Virtual Public Space" (with Will Pappenheimer), NMC|Media-N Journal of the New Media Caucus, CAA Conference Edition, Summer 2016.
- 2014 "Site Venice Site Biennale," AR[t] Magazine, AR Lab (joint project: Royal Academy of Art/The Hague (KABK), Delft University of Technology, Leiden University). Issue 5, May 2014, pp. 29-33.
- "Critical Interventions into Canonical Spaces," Chapter 2 of the book Augmented Reality Art, ed. Vladimir Geroimenko. Springer Verlag, Heidelberg, Germany.

- 2012 "Embracing the Invisible: Manifest.AR Augmented Reality Intervention at the Hayward Gallery," practicebased.re
- 2011 "Cyber-Animism and Augmented Dreams," Leonardo Electronic Almanac (LEA), www.leoalmanac.org
- 2010 "Rhetorics of the Interactive 3D Installation 'Virtuelle Mauer/ReConstructing the Wall'" (with Teresa Reuter), ICIDS (International Conference on Interactive Digital Storytelling), Edinburgh, UK. Ruth Aylett et al., eds.:ICIDS LNCS 6432, pp. 129-140, Springer-Verlag, Berlin / Heidelberg.
- 2009 "Where Stones Can Speak: Dramatic Encounters in Interactive 3D Virtual Reality," chapter in the book Third Person: Authoring and Exploring Vast Narratives, ed. Pat Harrigan & Noah Wadrup-Fruin, MIT Press,
- 2007 "Life at the Interface of Art and Technology," ON SCREEN, 911 Media Arts Center, Seattle, WA, USA. Winter, 2007, Vol. 18 No.1, pp. 32-34.
- 2004 "Beyond Manzanar: Creating Dramatic Structure in Ergodic Narratives," TIDSE (Technologies for Interactive Digital Storytelling and Entertainment), Darmstadt, Germany, June 24-26, 2004, Springer Verlag, Berlin.
- 2003 Reader: Lab3D and Web3D Art, Kathy Rae Huffman and Melinda Rackham, editors. CORNERHOUSE, Manchester, England, June 2003.
- 2002 Panelist in The (Re)Structured Screen, online critical forum presented by EYEBEAM/New York and The Integrated Media Program at CalArts, California, Nov. 11 - Dec. 13.
- 2001 "Dramatic structure in interactive virtual reality," AEDO-BA, Villa Tosca Design Management Center, Milan, Nr. 03/04, Fall 2001 pp. 40-45.
- "Beyond Manzanar," (with Zara Houshmand,) SIGGRAPH 2001 Electronic Art and Animation Catalog and CD-ROM, ACM SIGGRAPH, New York, page 125.
- "Beyond Manzanar: Constructing Meaning in Interactive Virtual Reality," Proceedings of COSIGN2001: Digital Semiotics of Games and New Media, Amsterdam, Holland.
- 2000 LEONARDO JOURNAL, MIT Press, Volume 33 #2, 2000. Images from the series *Metamorphoses* featured on front and back covers, and on Leonardo's website.
- 1994 "The Design of the Connection Machine," INTERCOMMUNICATION MAGAZINE, InterCommunication Center of the NTT (ICC), Tokyo, Japan, No. 8, Spring.
- "The Design of the Connection Machine," DESIGN ISSUES, MIT Press, Cambridge, MA, Vol.10 No.1 Spring.
- "Machina Cogitans," Genetic Art - Artificial Life, ARS ELECTRONICA, Linz, Austria.
- 1992 "The Connection Machine," AXIS Magazine, Number 45, Tokyo, Japan, 1992

SELECTED LECTURES

- 2021 COLLEGE ART ASSOCIATION, "Reflections of a 1/2 Japanese 1/2 Brooklynite Expat MIT Geek Grrrl," on panel "Dismantling the Patriarchy, Bit by Bit: Feminism, Art, and Technology" chair Judith K. Brodsky, 12 Feb.
- FILEALIVE / ARQUIVOVIVO, "Conservation of Artworks which Depend on Technology," panel for FILE - Electronic Language International Festival, São Paulo, Brazil, 30 March.
- AGORA DIGITAL ART, "Lend Me Your Face - Go Fake Yourself!" Tamiko Thiel w/Jon Uriarte," 17 Feb.
- 2019 "Taste of History," keynote by Tamiko Thiel and Japanese calligraphy demonstration by Midori Kono Thiel. Fundraising event for the Euphrat Museum and the California History Center, October 26
- "Creative Minds: Tamiko Thiel and Zara Houshmand with Susan Hayase", San Jose Museum of Art, Oct. 19.
- "Beyond Realities." In "50 years of Art and Tech. Studies at the School of the Art Institute," Chicago, April 30.
- Art Innovation Symposium, Kyoto University/Goldsmiths Univ. of London, Kyoto, Japan. March 16.
- "Histories of the Digital Now" panel, New School, NY. Moderated by Christiane Paul in conjunction with the Whitney Museum exhibit "Programmed: Rules, Codes, and Choreographies in Art, 1965–2018," Feb- 13.
- Public lecture and demo, Stamps School of Art and Design, University of Michigan, Ann Arbor MI, February 7.

- 2018 Keynote, iX Symposium, SOCIETY of ART and TECHNOLOGY (SAT), Montreal
 Keynote, Augmented Reality Public Art Symposium, HANG SENG Management College, Hong Kong.
 Keynote, i4c event "Magic of Virtual Reality," BAVARIAN FILM CENTER, Munich
- 2014 "Portable Reality" Symposium HOUSE for ELECTRONIC ARTS at MUSEUM TINGUELY, Basel, Switzerland.
 "Experiencing the Invisible - Augmented Reality Art," Environmental Visions Symposium, NANYANG TECHNOLOGICAL UNIVERSITY School of Art, Design and Media (NTU ADM), Singapore.
- 2013 CORCORAN Gallery of Art/College of Art and Design. Manifest:AR symposium, Washington DC, USA.
 PARSONS / NEW SCHOOL, "Something in the Air: Artists talk about interventionist strategies in Augmented Reality Art" panel discussion, New York, USA.
- 2011 "Virtual and Augmented Reality Artworks," EYEBEAM ART + TECHNOLOGY CENTER, New York, USA:
- 2010 "Rhetorics of the Interactive 3D Installation 'Virtuelle Mauer/ReConstructing the Wall,'" ICIDS 2010 CONFERENCE ON INTERACTIVE DIGITAL STORYTELLING, Edinburgh, Scotland, UK.
 Artist's talk at the SRISHTI SCHOOL OF ART, DESIGN AND TECHNOLOGY, Bangalore, India and RABINDRA BHARATI SCHOOL OF ART, Kolkata (Calcutta), India.
- 2009 "I viaggi di Mariko Horo," artist's talk at the FONDAZIONE QUERINI STAMPALIA, as part of the transnational literary festival Incroci di Civilta', Venice, Italy, May 20.
- 2007 "Mariko Horo: The Art of Tamiko Thiel," artist's talk, SEATTLE ART MUSEUM. Seattle, USA. In conjunction with "Japan Envisions the West: 16th-19th Century Japanese Art from Kobe City Museum" at the Seattle Art Museum and the solo show of *The Travels of Mariko Horo* at 911 Media Arts Center, Seattle, USA.
- 2006 "Creating the Unknown World," ISEA2006/01SJ BIENNIAL, San Jose, CA, USA.
- 2005 Center for Advanced Visual Studies (CAVS), MASSACHUSETTS INSTITUTE OF TECHNOLOGY (MIT).
 "Virtual Memorials" Roundtable, GOETHE-INSTITUT for the BOSTON CYBERARTS FESTIVAL, Boston, USA.
- 2004 "Re-Constructing the Berlin Wall: The virtual experience of an urban fact and symbol," Center for European Studies (CES), HARVARD UNIVERSITY, Cambridge, MA, USA.
- 2003 "A General Theory of Dramatic Structure for Interactive 3D Environments," Center for Advanced Visual Studies (CAVS), MASSACHUSETTS INSTITUTE OF TECHNOLOGY, Cambridge, MA, USA.
 "Slowness in Cultural Pluralism," panel discussion, Kyoto Biennale, KYOTO ART CENTER, Kyoto, Japan.
- 2002 "Creating *Beyond Manzanar*," (with Zara Houshmand.) Event to celebrate the acquisition of *Beyond Manzanar* at the SAN JOSE MUSEUM OF ART, San Jose, CA. Co-hosted by ZeroOne: The Art and Technology Network.
 "Creating Dramatic Structure in Interactive 3D Virtual Reality," INTERACTIVE MEDIA DIVISION, SCHOOL OF CINEMA-TELEVISION, University of Southern California (USC) Los Angeles, CA, USA.
 "Arbeiten mit Kunst und Technologie," BAUHAUS-UNIVERSITY, Weimar, Germany
 "Creating Dramatic Structure in Virtual Reality," NEW YORK UNIVERSITY (NYU), New York, NY, USA.
 Curators talk on VR, JAPANESE AMERICAN NATIONAL MUSEUM (JANM), Los Angeles, CA, USA.
- 1999 "Fantasies and Other Realities," VIPER MEDIA ART FESTIVAL, Lucerne, Switzerland.
 "Virtual Worlds", ART CENTER COLLEGE OF DESIGN, Pasadena CA.
- 1998 "Virtually Paradise," Out of the Box Summit on Interactivity, BANFF CENTRE for the ARTS, Banff, Canada.
- 1994 "Calculating Clock to Connection Machine: The Changing Image of Computers," On the acquisition of a CM-2 at the Museum of American History, SMITHSONIAN INSTITUTION, Washington DC, USA.
- 1993 "Roboter, Animaten & künstliche Lebewesen," Genetic Art-Artificial Life, ARS ELECTRONICA 93, Linz, Austria.

ART & TECHNOLOGY: Selected commercial and academic positions

- 2019 – 2021 AR artistic and technical advisor to the HIDDEN HISTORIES San Jose Japantown project, in collaboration with the JAPANESE AMERICAN MUSEUM of SAN JOSE (JAMsj).
- 2019 DANUBE UNIVERSITY Krems, Austria. Seminar on History, Theory and Practice of Virtual Reality and Augmented Reality, Department of Image Science.
- 2018 UNIVERSITY of ART and DESIGN, Visiting Professor of Augmented Reality. Linz, Austria
Co-Founder and artistic advisor, ARpoise open source augmented reality platform.
- 2017 GOETHE-INSTITUT NEW YORK. Co-organizer (with Caroline Sindere) of FACETS Un-Conference on Art and Artificial Intelligence.
- 2015 "The OPEN," SINGAPORE INTERNATIONAL FESTIVAL OF ARTS, Singapore. Class project "Augmenting Singapore," Nanyang Technological University School of Art, Design and Media.
- 2014 & 2015 NANYANG TECHNOLOGICAL UNIVERSITY. Visiting Associate Professor in the School of Art, Design and Media, Singapore (one semester each year).
- 2012 - 2015 CARIBBEAN CULTURAL CENTER / AFRICAN DIASPORA, Augmented Reality Artistic Advisor for the AR project "Mi Querido Barrio," winner of a ROCKEFELLER FOUNDATION Cultural Innovation Award.
- 2011 - 2014 DUKE UNIVERSITY, Visiting artist, Experimental Documentary Studies MFA program, Durham NC.
- 2011 - 2012 BERLIN UNIVERSITY OF THE ARTS (UdK Berlin), Visiting Professor for Technologies of Non-Linear Dramaturgies in the Institute for Time-Based Media (IZM).
- 2011 Main curator and organizer for Manifest.AR VENICE BIENNIAL 2011 augmented reality intervention.
- 2010 Co-founded Manifest.AR, augmented reality artists group.
- 2009 Co-curated the Munich Video Art Compilation for the Upgrade! Munich.
- 2007 Workshop at the ECOLE SUPERIEURE d'ART, Aix en Provence, France
- 2003 KYOTO ART CENTER, Kyoto, Japan. Workshop "Constructing the Unknown World."
- 2002 Visiting Lecturer (Gastdozent) in Media Design. BAUHAUS-UNIVERSITÄT, Weimar, Germany.
Visiting Lecturer in Visual Arts. UNIVERSITY of CALIFORNIA, San Diego (UCSD), CA. USA.
- 1994 - 1996 WORLDS, INC., San Francisco, CA, USA. Creative director/producer, Starbright World virtual reality playspace for seriously ill children, with Starbright Foundation chairman Steven Spielberg.
- Spring 1994 Visiting Associate Professor of Design, CARNEGIE MELLON UNIVERSITY, Pittsburgh, PA.
- 1991 Design consultant. THINKING MACHINES CORPORATION, Cambridge, MA, USA.
Consulted on the design of Danny Hillis' Connection Machine CM-5, successor to the CM-2.
- 1983 - 1985 Design Engineer. THINKING MACHINES CORPORATION, Cambridge, MA, USA.
Head of Packaging and Industrial Design for Danny Hillis' Connection Machines CM-1 and CM-2, parallel supercomputers for artificial intelligence research. Co-signer of CM-1 patent for "Method for Interconnecting Processors in Hyper-Dimensional Array."