



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.

SELECTED COLLECTIONS:

MUSEUM of MODERN ART (MoMA), New York, NY. *Connection Machine CM-2* AI supercomputer

WHITNEY MUSEUM of AMERICAN ART, New York, NY. *Unexpected Growth* AR installation

SMITHSONIAN INSTITUTION:

AMERICAN ART MUSEUM, Washington DC, *Beyond Manzanar* interactive VR installation, 2nd ed

AMERICAN ART MUSEUM, Washington DC, *ReWildAR* AR installation

NATIONAL MUSEUM OF AMERICAN HISTORY, Washington DC. *Connection Machine CM-2*

SAN JOSE MUSEUM of ART, Silicon Valley, California. *Beyond Manzanar* interactive VR installation, 1st ed

ROCHE BASEL Art Collection, *ARpothecary's Garden*, interactive AR installation

BROICH DIGITAL ART MUSEUM, Frankfurt. *Vera Plastica* generative AR installation

WING LUKE MUSEUM (SMITHSONIAN AFFILIATE), Seattle, prints: *Touching, Traces*, and *Brush the Sky*

LYNN HERSHMAN LEESON Collection, *Touching, Traces: 2020 Election Diaries*, 21 print series

EDUARDO KAC Collection, *Touching, Traces: 2020-05-14*, fine art print

JULIA & ANTON HOFMEIER Collection, *Nothing of him that doth fade* 3D ceramic print & AR installation

SELECTED AWARDS, ART FAIRS, RESIDENCIES, COMMISSIONS:

- 2026 ART KARLSRUHE paper:space YVONNE HOHNER CONTEMPORARY solo exhibit, *Plastocene Dreams*.
- 2025 SMITHSONIAN AMERICAN ART MUSEUM, Washington DC, purchases 2nd edition of *Beyond Manzanar* interactive VR installation and 1st edition of *ReWildAR* AR installation.
- ERES Foundation, Munich commissions "ParadoQc Machines" AR livestream installation on neutral atom quantum computing.
- ART SG, Singapore, with GAZELLI ART HOUSE London, shows *Atmos Sphaerae*.
- ART KARLSRUHE with YVONNE HOHNER CONTEMPORARY, premiers *Plastocene Reef* AR.
- 2024 SIGGRAPH Distinguished Artist Award for Lifetime Achievement in Digital Art.
- XR HALL of FAME, AWE (Augmented World Expo). Inducted as part of the inaugural cohort.
- CAI (Contemporary Art Issue) ranked #10 in "Top 20 Most Famous Digital Artists Today."
- POSITIONS BERLIN Art Fair via YVONNE HOHNER CONTEMPORARY: in "NFT Positions" Upframe booth, curators Johannes Simon & Phil Coufal / RATATA_NFT & GALERIE GREULICH.
- 2023 BROICH DIGITAL ART MUSEUM commission via DAM PROJECTS BERLIN: *Vera Plastica* AR installation

City of Munich Vice Mayor Katrin Habenschaden officially "unveils" physical plaque to launch #JulietToo AR intervention at Juliet Capulet statue, Marienplatz.

KUNSTHALLE MUNICH, BIOTOPIA and BAVARIAN STATE FOREST ENTERPRISE commission for "Waldwandel/Forest Flux".

BAVARIAN STATE FOREST ENTERPRISE grant for "Waldwandel/Forest Flux" AR installation.

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 Interdisciplinary Program | UNITY CHARITABLE FUND/TIDES FOUNDATION 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 "ReWildAR," 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 JAACL keynote event for the Manzanar 2020 Virtual Online Pilgrimage.

2019 PIN Friends of the PINAKOTHEK der MODERNE Benefit Auction, Munich. *Nothing of him that doth fade ...* 3D ceramic print & AR installation auctioned to Julia & Anton Hofmeier.

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.
 UNPAINTED art fair, Munich. pilotrauma01 eV (Serafine Lindemann artcircolo, Christian Schön Kunst|Konzepte
 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.
 CONTEMPORARY ISTANBUL art fair, in the KASA GALLERY's exhibit "YOU CANNOT AFFORD THIS!"
 DUKE UNIVERSITY, Visiting artist, Experimental Documentary Studies MFA program, Durham, NC, USA.
- 2012 ART GWANGJU art fair, Korea. Presented by THE ART SYN PROJECTS (London).
 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:

- 2026 ART KARLSRUHE paper:space, Karlsruhe, Germany. Solo exhibit of *Plastocene Dreams* with YVONNE HOHNER CONTEMPORARY.
- 2025 ZUKUNFTSMUSIK Nürnberg, curated by Elizabeth Hartl, exhibited *Enter the Plastocene*, *ReWildAR* and *Atmos Sphaerae* on large 4m x 2m LED displays in the windows of the former Kaufhaus department store.
- 2024 MIX CENTER Arizona State University, Mesa/AZ. *Enter the Plastocene* with 4 AR livestreams on 10m display.
- 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* AR 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 "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:

- 2026 ONASSIS FOUNDATION ONX STUDIO New York, "TECHNE: Homecoming" features *Atmos Sphaerae* as 3-screen immersive room installation.
- BERGSON KUNSTKRAFTWERK, Munich. "EARTH MATTERS" with *Plastocene Dreams* and *Plastocene Reef*.
- 2025 KUNSTHALLE VIENNA, "Radical Software: Women, Art and Computing 1960–1991" traveling exhibit showing preparatory sketches for the *Connection Machines CM-1/CM-2*.
- ERES FOUNDATION, Munich. "Seeing the Unseen: Quantum physics and art as entangled worlds" premieres "ParadoQc Machines" AR livestream installation on neutral atom quantum computing.
- DIGITAL ART MILE, parallel event to ART BASEL 2025. Group exhibit "We Emotional Cyborgs: On Avatars and AI Agents" curated by Anika Meier (The Second-Guess) for objkt.com, featured "When I Dream" AR installation.
- ART KARLSRUHE, Germany. YVONNE HOHNER CONTEMPORARY features *Plastocene Reef* AR installation
- CHIOSTRO del BRAMANTE, Rome. "FLOWERS" exhibit, *Waldwandel/Forest Flux* AR livestream installation
- SIGGRAPH Art Gallery, Vancouver BC, Canada features *Atmos Sphaerae* immersive VR.
- ELEKTRON Luxembourg. "Hybrid Futures" in Esch-sur-Alzette, LU features *Waldwandel/Forest Flux*.
- CIFRA online streaming platform features *Totem of Heavenly Wisdom* video
- BURG RANFELS, Germany. "BESTIA ET ANIMA" features *Plastocene Reef* and *Plastocene Dreams*.
- BLUESHIFT & RADIANCE VR, NFT exhibit "On the Edge of the Horizon: Navigating Post-Natural Landscapes." *Invasive Growth #IG001* 3D AR artwork in cooperation with objkt.com, on the online platform Common Garden.
- GALERIE OBERSTDORF, Germany. "Plastica Oceania" features 3 *Plastocene Dreams* AR fine art prints.
- 2024 KING'S COLLEGE LONDON, Bush Arcade Gallery, "GLoW: Illuminating Innovation" partnership with GAZELLI GALLERY London. Exhibiting "The Travels of Mariko Horo" interactive large VR display.
- MUDAM LUXEMBOURG, premiere of "Radical Software: Women, Art and Computing 1960–1991" traveling exhibit showing preparatory sketches for the *Connection Machines CM-1/CM-2*.
- LUDWIG MÚZEUM BUDAPEST "À la Recherche de Vera Molnar," curators Richard Castelli and Zsófia Máté, premieres *Vera Plastica* generative AR installation.
- PERA MUSEUM ISTANBUL "À la Recherche de Vera Molnar", *Vera Plastica* generative AR installation.
- SIGGRAPH, Denver/CO, USA. "New Media Architecture(s) Virtual Topologies in Urban Spaces" - projection of *Anthropocene Daze* on the Daniels and Fisher Clock Tower in public space.
- YVONNE HOHNER CONTEMPORARY, Karlsruhe, Germany. "Between Here and the Future," curated by Anabel Roque Rodriguez, exhibits *Plastocene Dreams* AR augmented fine art prints.
- HAL Private Bank, Munich. "Kunst und KI – gemischte Realitäten?" curated by Annika Schoemann.
- QUT ART MUSEUM / ISEA 2024 MEDIA ART FESTIVAL, Meanjin/Brisbane, Australia. "As Above, So Below" exhibiting mixed reality work in progress "Elemental Space".
- MARAIS DigitArt II, Paris. Site specific AR in locations in the Marais, Paris.
- 2023 KUNSTHALLE MUNICH "Flowers Forever," curator Franziska Stöhr, premieres *Waldwandel/Forest Flux*.

- AR BIENNIAL, NRW-FORUM, Düsseldorf. Premiere of *What You Sow/Was Man Sät* AR installation.
- ONX Studio/Onassis Foundation New York. DiMoDA 4.0 exhibit "Dis/Location," curator Christiane Paul.
- DEMO-, wava.ar and Netzwerk Paulskirche. Premiere of "Revolution and Return" AR installation.
- NFT BIENNIAL @ ZORLU PSM, Istanbul. "Chrysalis Pavilion" group exhibit, curator Julie Walsh.
- XCIRCLE.IO exhibit "The Now.The New.The Next" in FAMTAIN Members Club Munich.
- BOBBLEHAUS Asian American Gen Z genderless fashion multiverse + retailer exhibits prints and videos from the "Travels of Mariko Horo" work series (2006 - 2023). Collaborative production of Mariko Horo turtleneck top.
- MARAIS DigitARt, Paris. Site specific AR in locations in the Marais, Paris.
- 2022 ARTour Basel, developed by ROCHE BASEL 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, directed by Karolina Markiewicz and Pascal Piron. Showings:
- 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 DANAE Digital Art Network, Paris.
- LICHTSICHT TRIENNALE, 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.
- 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 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 Civilta'," 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 \ INTERNATIONALALEN \ 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:

- 2024 Cotton, Michelle and Beaumont, Sarah. "Radical Software: Women, Art & Computing 1960-1991" catalogue for the exhibition of the same name. Includes preparatory sketches of the *Connection Machines CM-1/CM-2*.
- 2023 Paul, Christiane, Digital Art, Thames and Hudson World of Art. London. 4th edition, Pp 122-124 (*Beyond Manzanar*); pp 129-133 (Manifest.AR, *Shades of Absence: Public Voids*), pp 133-135 (*Unexpected Growth*).
Scorzin, Pamela. "Tamiko Thiel," 20 page interview in KUNSTFORUM International, Vol. 290 "Mixed Realities," July, pp 106-125.
- 2022 Findlay, Michael. The Value of Art: Money, Power, Beauty, 2nd edition, Prestel, 08 Nov, pp. 257-8.

- "Lichtsicht7 Projection Triennial in Bad Rothenfelde" catalog. Michael Bielicky and Paul Kenig, editors. lichtsicht gemeinnützige Veranstaltungsgesellschaft mbH. Pages 6, 18, 19, 54, 55.
- 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/Boston: 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:

- 2025 Bendor, Roy. "Sustainability imaginaries by design," features *Unexpected Growth*. Sustainability: Science, Practice and Policy 2025, Vol. 21 #1, Jan.
- "DIGITAL SPOTLIGHT: Cutting-Edge Technology in Contemporary Art," ART SG newsletter, January.
- 2024 Delagrangé, Julien. "Top 20 Most Famous Digital Artists Today," CAI (Contemporary Art Issue) www.contemporaryartissue.com, 18 April.

- Scorzin, Pamela, editor/author. "Fashion Art: Mode als Kunst und Kunst als Mode," KUNSTFORUM Vol. 298, Sept./Oct., page 50.
- Sung, Peifen. "Never Absent! Women and Digital Art Since 1961," Harper's Bazaar Art China, 17 Oct.
- Montes, Claudia. "GLOW: Illuminating Innovation exhibition brightens London with cutting-edge immersive artworks by international women creators," xrmust.com, 26 March.
- Norpoth, Anna & Felix Fuhg, Felix. "Re-Reading the Past in Public Spaces. How New Media Art Challenges Practices of Commemoration." Körber Stiftung online, 2024.
- Scacco, Lorella. "XXI SECOLO Arte immersiva - Un'esperienza multisensoriale," art e dossier #419, April
- 2023 Strunden, Paula. "A Line Traced: Female Pioneers in the History of VR. Episode 3: Tamiko Thiel," podcast interview. Architectural Association School of Architecture, London, 29 Sept.
- Haase, Katharina. "#JulietToo", sueddeutsche.de, 06 July.
- Praske, Tanja. "#JulietToo von Tamiko Thiel – #MakeUsVisible und virtuelle Gegendenkmäler in München" blog.muenchner-stadtbibliothek.de, 03 July.
- Hohmann, Silke. "Michael Findlays VOM WERT DER KUNST geht auf neueste Entwicklungen ein," Monopol, Januar, pp. 124-5.
- 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.
- Brosowsky, Bettina Maria. "Feministin setzt Wolfsburg unter Wasser," taz, 05 Oct.
- Fricke, Sabrina. "Feministinnen sind keine verbitterten, alten Tanten," Wolfsburger Allgemeine, 05 Oct.
- Ables, Kelsey. "There's more to the Cherry Blossom Festival than trees," Washington Post, 18 March.
- This is Basel. "Reise in die Welt der digitalen Kunst. Zu Gast: Sabine Himmelsbach, Direktorin des HEK (Haus der Elektronischen Künste) und Kuratorin der neuen ARTour."
- Bathurst, Matilda/Arts at MIT. "Unveiling the Invisible: The digital artworks of Tamiko Thiel '83 expand perception of our immediate environment." arts.mit blog, 22 Nov.
- 2021 Cook, Sarah. "Maintaining Composure: An Interview with Tamiko Thiel," on unthinking photography, The Photographers' Gallery.
- van Straaten, Laura. "At the Smithsonian, an Architectural Treasure Looks Ahead," NY Times, 19 Oct.
- Robertson, Jean & McDaniel, Craig. Themes of Contemporary Art: Visual Art after 1980. Oxford University Press, pp. 335 – 337.
- Reyes, Ambar. "Moving a Body through Space: An Interview with Tamiko Thiel," MIT OpenDocLab, 08 Sept.
- Harrison, Zoe. "1854 Presents: Tamiko Thiel on AI and art," British Journal of Photography, 15 March.
- Lupetti, Matteo. "Digitalizzare il corpo. La mostra virtuale 3D di MEET Milano," artribune.com, 19 March.
- Propkopenko, Lesia. "The Travels of Mariko Horo - Interview with Tamiko Thiel," East East, February.
- Caune, Helmut. "We don't know how, but it works." In www.artterritory.com, March 3.
- 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*.
- Fedorova, Ksenia. "Tactics of Interfacing: Encoding Affect in Art and Technology," MIT Press. Essay on my work, pp. 228-230, 234, 237-238, 240.
- Traynor, Peter. "The Art of Breaking Boundaries: Digital Art at the Cutting Edge." Agora Digital Art, 02 Nov.

- Tucha, Aliaksandra. "On the ecosystematic perspective in the arts," in www.artterritory.com, 06 Nov.
- Otto, Angelika. "Revolution durch künstlerische Anstöße," *NeuroTransmitter*, Oktober.
- Filkorn, Fred. "Projektion zeigt Verschmutzung der Meere," *Mittelbayerische Zeitung*, Regensburg, 09 März.
- 2019 Grau, Oliver, Hoth, Janina and Wandl-Vogt, Eveline, eds. "Digital Art through the Looking Glass," *tradition press*, Edition Donau-Universität, Krems, Austria, pp. 10,11.
- Bickmann, Isa. "Illusion Natur," *Kunstforum International*, Cologne, Germany, Vol. 265.
- Asvestopoulos, Sofia. "Illusion Natur im Museum Sinclair-Haus: Natur im digitalen Zeitalter – Symbiose oder Spaltung?," in the *ARTicle – Blog für Kunstwissenschaft*, Goethe-Universität Frankfurt, 12 December.
- Berndt, Björn. "Natur als Illusion," *männer**, 5 November.
- Vogel, Evelyn. "Ein Riff voll Müll," *Süddeutsche Zeitung*, Munich, Germany, 9 July.
- Iovino, Serenella. "The Reverse of the Sublime: Dilemmas (and Resources) of the Anthropocene Garden," *Rachel Carson Center Perspectives: Transformations in Environment and Society* 2019, no. 3
- Roque Rodríguez, Anabel. "What Does Success in the Arts Look Like? - Interview XVII with Tamiko Thiel," www.anabelro.com, March 5.
- Blakemore, Erin. "An AR Installation Submerges the Whitney Museum in a Coral Reef of Plastic Debris," *Washington Post*, March 2.
- Danae HI "18 Museums Boosting the Scene of Digital Art," medium.com, March 1.
- Meier, Allison C. "An AR Installation Submerges the Whitney Museum in a Coral Reef of Plastic Debris," hyperallergic.com, Feb. 21.
- Sajej, Nadja. "Memes, technology and sci-fi: what to expect from art in the US in 2019" *The Guardian*, Jan. 3.
- Hodara, Susan. "A 3-D Incunabula of Type," *Communication Arts*, Jan. 2.
- Vohra, Ambika. "Notes on learning from an engineer-turned-artist," Medium.com, 14 April.
- 2018 Greenberger, Alex. "At the Whitney, 'Programmed' Piquantly Draws Out Connections," *Art News*, Nov. 8.
- Funes, Yessenia. "Ominous New Art Exhibit Shows Coral Reefs Transformed by Trash," *Gizmodo*, Sept. 28.
- Madson, Diana. "AR art exhibit shows how people are harming corals," yaleclimateconnections.org, Dec. 28.
- Huffman, Kathy Rae. "Unexpected Growth by Tamiko Thiel at the Whitney" digicult.it November.
- Blouin Artinfo, "Programmed: Rules, Codes, and Choreographies in Art at the Whitney," *Blouin Art Info*, Sept. 1.
- Herwig, Oliver. "Die Kunst des Bewahrens" in *@Privatbank 1796*, Hauck und Aufhaeuser Privatbank, Oktober.
- "Can You Make Art By Algorithm?" *Hungar*, Sept. 7.
- goop. "The Best Art Shows to See Right Now," goop.com, Sept. 27.
- Nielsen, Erik. "Programmed: Rules, Codes, and Choreographies," *Vanguard of Photography Culture*, Oct. 17.
- "'Programmed: Rules, Codes, and Choreographies in Art, 1965-2018': do video à arte computacional," *Maputo Fast Forward*, Sept. 9.
- Stigler, Britt. "The Whitney Looks At Intersection of Technology and Art," *All Arts*, Sept. 28.
- Herwig, Oliver. "The Self, the World, and Dissolving Distinctions," *Goethe-Institut New York blog*, September.
- Noyes, Chandra. "The Artist as Coder: the Whitney Looks at Programming in Art," *Art & Object*, Sept. 28.
- Tanni, Valentina. "Programmed. Una mostra del Whitney Museum di New York racconta le istruzioni nell'arte," *Artribune*, Sept. 30.
- Wang, Rena. "'Programmed: Rules, Codes, And Choreographies In Art, 1965-2018' Opens At The Whitney," *The Knockturnal*, Oct.2.

- Barratt, Bianca. "This is some serious trash art," Living it, Oct. 29.
- Blouin Artinfo, "At the Whitney, Taking Aim at the Digital Age," Blouin Art Info, Oct. 10.
- 2017 Schwab, Katherian. "The Female Supercomputer Designer Who Inspired Steve Jobs," Fast Company design blog, www.fastcompany.com, Nov. 16.
- Farago, Jason. "Virtual Reality Has Arrived in the Art World. Now What?" New York Times, Feb. 3 (Feb. 5 in the print edition under the title, "Plunging Into Artists' Twilight Zones.")
- McClenaghan, Alyssa. "Days later, I reflect: NYC Armory Week," openhouseblog.nyc, March.
- Madson, Diane. "Artist Exhibits Dystopian Vision in Seattle Park," podcast yaleclimateconnections.org, Jan 16.
- Granada, Stephanie. "10 Artists on What Climate Change Actually Looks Like," outsideonline.com, August 3.
- Wang, Eric H. "Virtual reality in digital art," www.tiltfactor.org, Feb. 3.
- 2016 Gessner, Ingrid. "Tamiko Thiel's virtual reality installations as sites of learning in and beyond the museum," Taylor & Francis Online <http://www.tandfonline.com>, 24 September.
- JWT Intelligence [Future 100 2017](http://www.jwtintelligence.com) report featured Gardens of the Anthropocene as AR top trend for 2017.
- Laughlin, Shepherd. "Augmented Reality Evolves," www.jwtintelligence.com, 28 October.
- Medlock, Katie. "Dystopian AR art installation shows how plants might adapt to rising global temperatures," inhabitat.com, 30 September.
- Blakemore, Erin. "Augmented reality art imagines what could be Seattle's weird bleak future," www.smithsonianmag.com, 19 September.
- Andrews, Eve. "Can climate change be beautiful? In virtual reality, sure.," grist.org, 20 September.
- Wachs, Audrey. "Wander though a lush, pre-apocalyptic virtual garden at the Seattle Art Museum," archpaper.com, 01 September.
- Pangburn, DJ. "Seattle's Climate-Changed Future Rises in a New Installation," thecreatorsproject.vice.com, 29 August.
- Kiley, Brendan. "Bloom and doom: Pokémon Go-like art project explores climate change," Seattle Times 29 Aug
- Galore, Janet. "my favorite things tour at SAM Remix," janetgalore.com, 27 August.
- MIT Arts, Culture and Technology Program. "ACT alumni exhibiting around the world: Tamiko Thiel, MEE '83, CAVS Fellow '04-05," act.mit.edu, August.
- "Must-see exhibitions at SAM," (in Japanese) www.junglecity.com, August.
- "SARAJO. 'Gardens of the Anthropocene': inside a climate-changed future," conservation.uw.edu, 24 June.
- Bosco, Roberta and Caldano, Stefano. "Otra realidad es posible," www.fundacionaquae.org/blog.
- Wright, Rewa. "Augmented Reality as Experimental Art Practice: from Information Overlay to Software Assemblage," [ISEA2016 proceedings](http://ISEA2016.proceedings), Hong Kong.
- "Museum Day 2016: Asian Pacific American Museums," Wing Luke Museum features Brush the Sky on the SMITHSONIAN Asian Pacific America website <http://smithsonianapa.org>.
- 2015 Wright, Rewa. "[Mobile Augmented Reality Art and the Politics of Re-assembly](http://www.isea2015.org)," ISEA2015, Van.B.C.
- 2014 Wright, Rewa. "From the Bleeding Edge of the Network: Augmented Reality and the 'software assemblage.'" Proceedings of PostScreen 2014, Device Medium Concept Conference, University of Lisbon.
- Stratton, Rachel. "Interview with Tamiko Thiel," [Unknown Quantities Magazine](http://www.unknownquantities.com), Central Saint Martins / University of the Arts, London, UK.

- Scheller, Jörg. "Die Kunst mit dem Klick," DIE ZEIT, Hamburg, Germany. Nr. 27/2014, June 26.
- Liao, Tony & Humphreys, Lee. "Layar-ed places: Using mobile augmented reality to tactically reengage, reproduce, and reappropriate public space," New Media & Society, SAGE Publications, October 2015, Vol. 17 no. 9 1418-1435. First published online on March 19, 2014, <http://nms.sagepub.com/content/17/9/1418>.
"Tamiko Thiel: Exciting New Digital Artwork Augments Reality At The Shard," August 8.
- Gould, Amanda Starling. "Invisible Visualities: Augmented Reality Art and the Contemporary Media Ecology," Convergence: The International Journal of Research into New Media Technologies, Special Issue "Cultural Expression in Mixed and Augmented Reality," eds. Jay Bolter & Maria Engberg, Vol. 20(1) 25–32.
- 2013 Winerman, Lea. "Reality Bytes," Washington Post Express, Washington DC. August 15, 2013.
- Garrett, Marc. "Disrupting The Gaze: Art Intervention and the Tate Gallery," academia.edu, February 7
- Clay, Art and Rut, Monika. "The Art of Augmenting Reality," Tafters Journal, No.66, December 2013.
- Bolognini, Yves/Stamm, Marielle, ed. "Programmed Disappearance," Bolo Museum, Concepte Fondation Memoires Informatiques, Press polytech. et univ. romandes, Lausanne, pp 116-117
- 2012 Garrett, Marc. "All Hail Damien Hirst" Augmented Reality Intervention @ Tate Modern. Interview for Furtherfield, London. Blogged further by Bruce Sterling in his WIRED Magazine blog "Beyond the Beyond."
- Tanni, Valentina. "Dio-Hirst alla Tate Modern," artribune.com, Italy, March 30.
- Bosco, Roberta/Caldana, Stefano. "Una tercera vida artística," El Pais "El Arte en la Edad del Silicio," Jan. 24.
- Waelder, Pau. "White Cube Augmented: AR Art and the Gallery Space," etc, Montreal, 15 Oct. 2012, pp. 52-57.
- 2011 Rackham, Melinda. "divisible Istanbul," real time, Sydney, Australia, Dec.2011/Jan.2012, pp. 22-23.
- Steinberg, Claudia. "Mit Happenings gegen das Establishment," Kunstzeitung, Regensburg, Nov. 2011, p.19.
- Quaranta, Domenico. "Venezia: La Realtà Aumentata," Flash Art Italy, July/September 2011, p 33.
- Bosco, Roberta. "La Bienal que emerge a través del móvil," in El Pais, Madrid, Spain, June 12, 2011.
- Ippolito, Jon. "Are you in the Biennale, or aren't you? Both, thanks to AR," www.nmdnet.org, June 13, 2011
- Waelder, Pau. "Los pabellones invisibles," <http://laboralcentrodearte.uoc.edu/>, June 20, 2011.
- Fong, Cherise. "Augmented Reality: Through the Mobile Looking Glass," in MCD musiques & cultures digitales, Hors-série #6 Internet des Objets / Internet of things, France, Jan./Feb.
- Seaman, Bill. "The Cheonggyecheon Project," Art of Communication, NATIONAL MUSEUM OF CONTEMPORARY ART, Seoul, Korea. pp113/115.
- 2010 Porter, Eduardo. "Is That a Dagger I See?," New York Times, New York, USA, pA34, Oct. 22, 2010.
- Fidel, Alexander. "Art Gets Unmasked in the Palm of Your Hand," New York Times (online), Dec. 1, 2010 and International Herald Tribune, (print) Dec. 2, 2010
- Sterling, Bruce. "Augmented Reality: AR uninvited at MoMA NYC," WIRED online, Oct. 6
- Conroy-Randall, Britta. "Guerilla Artists Stage MoMA Invasion" on National Public Radio (NPR) "All Things Considered" and on the WNYC Radio website, New York, USA. Oct. 15 2010.
- Smith, Matthew. "Liquid Walls: The Digital Art of Tamiko Thiel," Performing Arts Journal (PAJ), MIT Press, Sept. 2010, Vol. 32, No. 3 (PAJ 96), pp. 25-34.
- Quiroz, Marcela. "Orientalism, Occidentalism and other myths of origin," Fahrenheit Contemporary Arts, online and print magazine in English, Spanish and French, pp.102-104.
- "Critic's Choice," page 51, and "Virtuelle Mauer/Re-Constructing the Wall," page 49, Time Out Bengaluru, Bangalore, India. Jan.8-21.
- "Berlin Wall Virtual Reality," The Nation, Colombo, Sri Lanka, Jan. 10.
- 2009 Smees, Sebastian. "Critic's picks - visual arts," Boston Globe, Boston, MA, USA., May 3, 2009.
- Norris, Doug. "Tearing Down the Virtual Wall," Art New England, April/May, Vol.30 Issue 3, pp. 18-20.

- Hadge, Kara. "Virtual Berlin - In Two Parts," Boston Phoenix, Boston, MA, USA., April 17, 2009.
- 2008 Steinberg, Claudia. "Tamiko Thiels virtuelle Projekte," Kunstzeitung, #146, Germany, October, p.30.
- van Bebber, Werner. "Die Mauer wird wieder aufgebaut - am Computer," Tagesspiegel, Berlin, August 12, p. 8.
- Shimp, Rachel. "Explore a virtual Berlin Wall at 911 Media Arts," Seattle Times, Seattle, USA. Dec. 26.
- 2007 Hauffen, Michael. "Next Level, Kunstverein Wolfsburg," KUNSTFORUM International, Vol. 184, pp 113-115.
- 2006 Hentschlaeger, Ursula. "Im Land der Barbaren," artmagazine.cc (www.artmagazine.cc)
- O'Sullivan, Michael. "The Liberal Rules of 'Engagement'," Washington Post, April 28, p. WE51.
- Kennicott, Philip. "You Shouldn't Have! On the NEA's 40th, the Art of Politics," Washington Post, May 15, p. C01
- 2004 "Viewers interact with new exhibit on U.S. internment camps," MIT Tech Talk Vol. 48, No. 25, April 28
- 2002 Mosher, Mike. "The Interaction '01," e-Zine, Leonardo Electronic Almanac, Vol10 #11, Nov. 2002.
- 2001 Hauffen, Michael. "Tamiko Thiel und Zara Houshmand: Beyond Manzanar," Springerin, Band VII Heft 2, Juni-September 2001, pp. 75,76.
- 2000 "Future Computer Image Suggested in the Abacus," AXIS Magazine, March/April 2000, pp. 37-41.
- Full color photo essay on *Beyond Manzanar* published in the premier issue of the new Japanese critical theory journal DIATXT, Kyoto Art Center, June 2000, pp.65 - 72.
- Richard, Birgit. Vergehen Konservieren Uploaden. Strategien fuer die Ewigkeit." Kunstforum, Vol. 151, July – September 2000, Page 50.
- 1998 Greenman, Catherine. " Network Helps Children Cope With Serious Illness," New York Times, May 28, 1998, page D6.
- Koski, Janne. "Aurinko - Sun: Solar Art at the Rauma Museum, Finland," Leonardo Journal, MIT Press, Vol.31 #2, 1998, pp. 81-86.
- Cohn, Terri. "Chik Tek '97' at Art-Tech," Artweek Magazine, Vol.29 No.2, February 1998, page17.
- 1997 Jones, Rochelle, "Star Power," People Magazine, December 1 1997, page 61.
- 1996 McCarthy, Susan. "the good deed," WIRED Magazine, Sept. 1996, pp.170 –175, 230, 232, 234, 237.
- Dunn, Ashley, "Meeting, Sharing, Healing While Exploring a Virtual World of Play," New York Times Online, January 23 1996, downloaded from www.nytimes.com/library/cyber/dunn/0123starbrite.html.
- 1995 Hellmich, Nanci. "A computer playspace to ease suffering," Cover story for USA Today, Wed., Nov. 8.
- Lewis, Peter H. "VR and Virtual Spaces Find a Niche in Real Medicine." New York Times, June 5, 1995.
- Sperlich, Tom. "Trost und Waerme on line," Die Zeit Nr. 26, June 23, 1995
- Harmon, Amy, "E.T. Reaches Out." Los Angeles Times, June 6, 1995.
- Clark, Don, "The High Road on the Highway: Helping Sick Kids Play Together." Wall Street Journal, May 10

SELECTED WRITINGS:

- 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) augmented reality artworks published in *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 "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.
 "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, PANELS and INTERVIEWS

- 2025 ARS ELECTRONICA Festival - EXPANDED ANIMATION Conference, Linz/Austria. Lecture: "Interactive Animation and the Conflict Between Free Will and Determinism," 04 September.
 KUNSTUNI LINZ lecture "The Long Arc: 1980s - 2020s," held in Kunsthalle Wien, 29 April.
 KUNSTHALLE WIEN, Vienna. Interview: "Tamiko Thiel – Radical Software," part of the exhibit "Radical Software: Women, Art & Computing 1960–1991", 30 April.
 KUNSTHALLE WIEN in the TU WIEN, Vienna. "Imagining AI in the 1980s," Part of the "Radical Software" Symposium for the Kunsthalle Wien, 28 February.
 "Tamiko Thiel: part 1 - sculpting the electronic brain," podcast interview, Lawrence Peryer, www.spotlightonpodcast.com, 24 April.

- 2024 KEYNOTE: ISEA2024 Media Art Festival, Brisbane Convention Centre, Brisbane, Australia. 25 June:
 SIGGRAPH 2024, Denver. Distinguished Artist Lifetime Achievement Award in Digital Art, "2024 ACM SIGGRAPH Award Talk," 30 July.
 SIGGRAPH 2024, Denver/CO, USA. Panel "Retrospective: Arts and Technology," 30 July.
 ARS ELECTRONICA conference "AI and Artistic Creation", panel "AI and New Models in Creative Collaboration", 07 Sept.
 KING'S COLLEGE LONDON, "Women's hidden role in tech: illuminating innovation", panel discussion, 7 March.
- 2023 AWE Europe, Vienna, Austria. "Tamiko Thiel: Socially Critical VR and AR Artworks, 1994 - 2023", 24 October.
 "Portraits of Practice: Trailblazing Realities: Female Pioneers in the History of Virtual Reality" panel, moderated by Paula Strunden. Architectural Association School of Architecture, London, 12 Dec.
- 2022 KUNSTMUSEUM WOLFSBURG: FEM ART DAY – Empowerment³, Katharina Koch & Uta Ruhkamp, Kunstmuseum Wolfsburg, Justin Hoffmann, Kunstverein Wolfsburg und Marcus Körber/Städtischen Galerie Wolfsburg im Gespräch mit Candice Breitz, Anna Ehrenstein und Tamiko Thiel. 08 Oct.
 "Expanding the Moving Image. Deep Fake and Virtual Reality in Artistic Practices" Lecture followed by panel on AI and VR art practices with Karolina Markiewicz and Pascal Piron, Casino Luxembourg, 13 Feb.
- 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 Sympoium, 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 AR Art," NY.
- 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 talks 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 Civiltà, 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 "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

- 2026 ZKM CENTER FOR ART AND MEDIA in collaboration with KARLSRUHE INSTITUTE OF TECHNOLOGY (KIT), Karlsruhe, Germany. "Envisioning AI: Legacy and Impact of the Connection Machine" co-organizer, co-curator and speaker.
- 2024 ASU Tempe. Visiting Artist in Virtual Reality and Augmented Reality, Dept. of Image Science.
- 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."