

CV: Max B. Kazemzadeh, MFA, PhD

Education

PhD, The Planetary Collegium, University of Plymouth, UK, Aug 2020
MPhil, The Planetary Collegium, University of Plymouth, UK, Aug 2016
MFA, Design & Technology, Parsons School of Design at the NewSchool, NY May 2000
Certified Instructor of 3D Studio Max, 2002
Post BFA, Studio Art, Hunter College, NY, NY, 1998
BFA, Painting & Drawing, University of North Texas, Denton, TX, 1998

Employment

08/01-pres Owner/COO - Wonderblimp Advertising, LLC, Washington, DC.

Job Responsibilities:

Company History:

- Founded as a small freelance business in Brooklyn, NY in 2001.
- Pitched a few larger longer-term clients and the company grew.
- Relocated to McKinney, TX, then Denton, TX in 2003, added clients in the DFW area.
- Relocated to Washington, DC in 2009 retaining past clients and gaining new ones

Business Leadership and Strategy:

- Set the company's vision, mission, and long-term strategic goals.
- Develop and execute business plans to achieve growth and profitability targets.
- Make high-level decisions regarding company direction, and resource allocation.

Client Acquisition and Relationship Management:

- Identify and pursue new client opportunities via networking, marketing, and sales efforts.
- Cultivate and maintain strong relationships with clients, ensuring their needs are met and expectations exceeded.
- Collaborate with clients to define project goals, objectives, and specifications.

Project Management/Implementation:

- Oversee project planning, execution, and delivery to ensure projects are completed on time and within budget.
- Allocate resources, including personnel and technology, to optimize project workflows.
- Monitor project progress, resolve issues, and ensure quality control.

Creative Direction and Design Leadership:

- Provide creative direction and guidance to design and development freelancers.
- Engaged in the design process, while offering expertise in user experience (UX) and user interface (UI) design.
- Ensure that design work meets client requirements and industry standards.

Financial Management:

- Manage the company's financial health, including budgeting, forecasting, and financial reporting.
- Set pricing structures for services and products.
- Control costs and maximize revenue while maintaining profitability.

Team Leadership and Development:

- Recruit, hire, and train freelancers, including designers and developers.
- Foster a collaborative and creative work environment remotely.
- Conduct performance evaluations and provide feedback to team members.

Quality Assurance:

- Implement quality assurance processes and best practices to ensure the delivery of high-quality projects.
- Conduct regular reviews and testing to identify and resolve issues.

Marketing and Branding:

- Develop and execute marketing strategies to promote the company's services.
- Manage the company's online presence, including the website and social media accounts.
- Build and maintain a strong brand identity.

Legal and Compliance:

- Ensure compliance with legal and regulatory requirements, including contracts, licenses, and intellectual property rights.
- Manage legal issues, such as contracts, disputes, and intellectual property protection.

Technology and Innovation:

- Stay updated on industry trends and emerging technologies.
- Identify opportunities for innovation and the adoption of new tools and platforms.
- Make decisions about technology investments and upgrades.

Client Education:

- Educate clients about web design best practices, trends, and the value of user-centered design.
- Provide guidance on maintaining and updating their websites.

Community Engagement:

- Participate in industry associations and events.
- Contribute to the local or global design and development community through workshops, conferences, or mentorship programs.

08/17-10/23 Full Professor, Art & Media Design Program (Tenured 11/30/2012) –
Gallaudet University, Washburn Arts Center, Washington, DC

Previously:

05/13-08/17

Associate Professor of Art & Media Design

08/09-05/13

Assistant Professor of Art & Media Design

Job Responsibilities:

Teaching and Curriculum Development:

- Deliver engaging and effective lectures, seminars, and workshops in art and media design, robotics and interactivity, 2D/3D Modeling, Animation and Compositing, 3D printing, web design, game design, creative software development with Java, Javascript, C++, and more, utilizing innovative teaching methods.
- Develop and revise course content, syllabi, and teaching materials to reflect current industry trends and best practices.
- Mentor and advise undergraduate and graduate students, providing academic guidance and career counseling.

Research and Scholarship:

- Pursue scholarly research and creative projects in the field of interactive art and media design.
- Publish research findings in reputable academic journals and present at national and international conferences.
- Exhibit research through creative interactive art installations in galleries, museums, and art institutes
- Secure research grants and funding to support research endeavors.

- Serve as Co-PI for NASA Space Grant that annually funds the TinkerLab consumable materials, Paid TinkerLab Internships and Robotics courses,

Leadership and Program Development:

- Provide leadership within the department, contributing to the development of academic programs and departmental policies.
- Collaborate with colleagues on curriculum planning and program assessment.
- Participate in faculty meetings, committees, and other departmental initiatives.

Academic Advising:

- Serve as an academic advisor to sometimes more than 10 Art student majors at-one-time, assisting them in course selection, academic planning, and attaining post-graduation goals.
- Supervise undergraduate and graduate thesis projects, providing guidance and mentorship.
- Encourage students to explore their creative potential and excel in their studies.

Professional Development:

- Stay updated on industry trends, emerging technologies, and pedagogical innovations in art and media design.
- Attend professional development workshops, conferences, and seminars to enhance teaching and research skills.
- Foster a culture of lifelong learning and academic excellence.

Community Engagement and Outreach:

- Engage with the local and global arts and media design communities through exhibitions, collaborations, and partnerships.
- Organize and participate in public events, lectures, and workshops to promote the department and its mission.
- Contribute to the university's outreach efforts to attract prospective students and maintain alumni connections.

Commitment to Inclusivity and Diversity:

- Promote diversity and inclusion within the department, fostering an equitable and supportive learning environment.
- Encourage diversity in curriculum content and engage with underrepresented student populations.
- Advocate for equity and inclusion in all aspects of academic life.

Service to the University:

- Participate in university-wide committees, task forces, and governance bodies (Council for Undergraduate Education: elected co-Chair, served the Online Education Committee, Faculty Senate, Tenure and Promotion Committee: elected Chair,
- Contribute to the university's mission by serving on academic or administrative committees.
- Collaborate with other departments and faculties to promote interdisciplinary initiatives.
- Serve on a number of invited ad-hoc committees for the Gallaudet President, Provost, Deans and Chairs for strategic planning and implementation initiatives. Projects include: Creativity Way (Innovation Museum, Gesture Research Center, AI Kitchen IBM partnership with Watson, MakerSpace and MoCAP lab, Theater Center, Architecture: Facade Out/In and Upper Floors), Gallaudet Knowledge Studios (Sandbox, Gesture Studio, TinkerLab), CRATERs Bowl, Gallaudet Library (Think-a-bit), Hyatt Exhibition Space, Bank of America Exhibition Space, and more

Evaluation and Assessment:

- Participate in the assessment of student learning outcomes and program effectiveness.
- Use assessment data to make improvements to the curriculum and teaching methods.
- Contribute to accreditation processes and reports as required.

Professional Associations and Service:

- Maintain active involvement in professional associations related to art and media design.
- Serve as a peer reviewer for academic journals or as a panelist for grant applications.
- Engage in community service and outreach projects related to art and media design.

08/16-10/23 Director of the TinkerLab at Gallaudet - Gallaudet University,
Washburn Arts Center, Washington, DC

Job Responsibilities:

1. Program Leadership:

- Provide visionary leadership and strategic direction for the "TinkerLab" in alignment with the NASA Space Grant's goals and objectives.
- Develop and communicate a clear mission and vision for the facility, guiding its growth and development.

2. Student Intern Supervision:

- Recruit, hire, train, and supervise a team of 10+ student interns funded by the NASA Space Grant.
- Assign projects and tasks, provide mentorship, and conduct regular performance evaluations.

3. Budget Management:

- Oversee the budget provided by the NASA Space Grant, ensuring efficient allocation of funds for equipment, materials, and operational needs.
- Track expenses, manage financial reporting, and seek opportunities for cost savings.

4. Equipment and Materials Acquisition:

- Research, evaluate, and procure state-of-the-art equipment, materials, and robotics tools and kits to support student projects and research initiatives.
- Collaborate with vendors and suppliers to negotiate contracts and maintain an up-to-date inventory.

5. Maintenance and Repair:

- Take responsibility for the maintenance and repair of all equipment within the "TinkerLab."
- Establish preventive maintenance schedules and procedures to ensure equipment longevity and safety.

6. Curriculum Development:

- Design and oversee the development of educational programs, workshops, and training modules that align with the NASA Space Grant's objectives.
- Collaborate with educators and experts to create engaging and relevant curriculum content.

7. Project Management:

- Oversee student-led projects and research endeavors, ensuring that they meet the NASA Space Grant's requirements and deliverables.
- Provide guidance and technical expertise to students working on space-related projects.

8. Grants and Funding:

- Collaborate with the NASA Space Grant as Co-Principal Investigator (Co-PI) to secure additional grants and funding opportunities to support the "TinkerLab."
- Prepare grant proposals, manage grant budgets, and ensure compliance with grant requirements.

9. Safety and Compliance:

- Establish and enforce safety protocols and ethical standards within the "TinkerLab," ensuring compliance with NASA Space Grant guidelines and best practices.
- Conduct regular safety audits and training sessions.

10. Assessment and Reporting:
 - Develop key performance indicators (KPIs) and assessment metrics to evaluate the impact and effectiveness of programs and services.
 - Prepare regular reports and progress updates for the NASA Space Grant, detailing achievements and outcomes.
11. Community Engagement and Outreach:
 - Foster a collaborative and inclusive community within the "TinkerLab" by organizing events, workshops, and collaborative projects.
 - Cultivate partnerships with NASA, local schools, colleges, and organizations to expand the facility's reach and impact.
12. Public Relations and Marketing:
 - Promote the "TinkerLab" and its achievements through marketing initiatives, social media, and outreach efforts.
 - Raise public awareness of the facility's contributions to space-related research and innovation.

01/18-08/21 Chairperson of Art, Communication & Theater (ACT) Department - Gallaudet University, Washburn Arts Center, Washington, DC

08/14-08/21 Program Director of Art & Media Design

08/14-08/21 Program Director of Communication Studies

Job Responsibilities:

Leadership and Administration:

- Provided visionary leadership for the Art, Communication & Theater Department, shaping its strategic direction and goals.
- Oversaw the daily operations of the department, including budget management, resource allocation, and staff supervision.
- Chaired departmental meetings and fostered collaboration among faculty members.
- Developed and implemented departmental policies and procedures to ensure smooth functioning.

Curriculum Development and Enhancement:

- Led efforts to design, revise, and update the curriculum to align with industry trends and educational standards.
- Evaluated and selected instructional materials, technologies, and resources to enhance teaching and learning.
- Collaborated with faculty to create innovative courses and interdisciplinary programs.
- Ensured that the curriculum provided students with a well-rounded education in art and media design.

Faculty Development and Mentoring:

- Supported professional development initiatives for faculty, including workshops, conferences, and research opportunities.
- Mentored junior faculty members, providing guidance and support for their academic and career growth.
- Conducted faculty evaluations and assessments to maintain teaching excellence.

Student Advising and Support:

- Advised students on academic and career matters, helping them set and achieve their educational goals.
- Implemented academic support programs to assist students in their academic journey.
- Promoted a culture of inclusivity and diversity within the department.

Community Engagement and Partnerships:

- Cultivated relationships with industry partners, artists, and media professionals to create internship, collaboration, and job placement opportunities for students.
- Organized and promoted art exhibitions, media showcases, and cultural events to engage the community and raise the department's profile.
- Participated in outreach activities to attract prospective students and maintain strong alumni connections.

Accreditation and Assessment:

- Managed the department's accreditation process, ensuring compliance with accrediting bodies' standards and requirements.
- Oversaw the assessment of student learning outcomes and applied data to make improvements to the curriculum and teaching methods.

Research and Scholarship:

- Pursued personal scholarly research and creative endeavors in the field of art and media design.
- Encouraged and supported faculty and student research initiatives.
- Published research findings and presented at conferences to contribute to the academic field.

Collaboration with University Administration:

- Collaborated with university administrators, deans, and other department chairs to advance the university's mission and strategic objectives.
- Serve on a number of invited ad-hoc committees for the Gallaudet President, Provost, Deans and Chairs for strategic planning and implementation initiatives. Projects include: Creativity Way (Innovation Museum, Gesture Research Center, AI Kitchen IBM partnership with Watson, MakerSpace and MoCAP lab, Theater Center, Architecture: Facade Out/In and Upper Floors),, Gallaudet Knowledge Studios (Sandbox, Gesture Studio, TinkerLab), CRATERs Bowl, Gallaudet Library (Think-a-bit), Clin D'Olei, Centralizing ACT Programs, WAB Computer Lab Overhaul, Hyatt Exhibition Space, Bank of America Exhibition Space, West Elm Exhibition Space, and more
- Provided regular updates and reports on departmental activities and achievements.

Professional Associations and Service:

- Maintained active involvement in professional associations related to art and media design.
- Served on university committees and task forces to contribute to the broader university community.

06/05-pres Visiting Professor / Artist in Residence – Central Academy of Fine Art in Beijing, China (<http://www.cafa.edu.cn>)

06/05-08/10 Contributing Writer – ArtLies Magazine, Houston, TX

08/03-08/09 Assistant Professor of New Media Art – University of North Texas, College of Visual Arts + Design, Denton, TX

Job Responsibilities:

Teaching Excellence:

- Delivered high-quality instruction at the undergraduate and graduate levels, demonstrating innovative and effective teaching methods. Courses may include those related to the emerging New Media major/degree program while at the time serving the Studio Art Division.

Research and Scholarship:

- Maintained an active and impactful research agenda, contributing to the field of New Media through publications, presentations, exhibitions, or other scholarly and creative activities.

Program Development:

- Single-handedly designed and developed the New Media major/degree during the candidate's tenure at the University of North Texas. Sustainable growth and enhancement of the program were key considerations, staying abreast of industry trends and emerging technologies. The program not only still exists today but has grown considerably. After I left, they hired two faculty to teach within the New Media program.

Service to the University and Community:

- Demonstrated a commitment to service at the departmental, college, and university levels. Participated in committee work, academic advising, and engaged in outreach activities that promoted the College of Art + Design and its programs.

08/99-08/03 Visiting Lecturer in Interactive Media – Pratt University, New York, NY

02/00-11/02 Interactive and Visual Designer – R/Greenberg and Associates (R/GA Interactive), New York, NY

Job Responsibilities:

1. Design Leadership:

- Led pitches for high-profile clients, including Nike, HowardStern.com, General Cigar, and others.
- Spearheaded design initiatives for clients such as Nike (Business Pitch, Lab, Goddess, Basketball, Running, Soccer), IBM (NewBlue site, Small Business Portal, PartnerWorld, Software Premier Club, Version 11 Standards, AIX5L, Servers, High-Performance Computing, Lotus Mobile Notes, Pervasive Computing, Web Phone Apps), Estee Lauder, Prada, Purina, Doritos, Activision, General Cigar, Warner EMI, AOL Time Warner, Discovery Health, Ellis Island Immigrant Experience, Sony Style Magazine, and Rhode Island School of Design (RISD).

2. Award-Winning Design:

- Received prestigious design awards for outstanding contributions to various projects, including RISD, Ellis Island, Prada, and IBM.
- Recognized as Communication Arts Site of the Day for the design of [www.risd.com] in 2000.
- Awarded the AIGA Silver Pencil for the innovative Prada Kiosk in 2000.
- Achieved AdWeek Ecommerce Best Designed Site for [www.ibm.com] in 2000.

3. Client Relationship Management:

- Built and maintained strong relationships with clients by consistently delivering high-quality and innovative design solutions.
- Collaborated with clients to understand their brand identity and objectives, translating them into compelling and visually stunning interactive designs.

4. Project Highlights:

- Successfully contributed to the design of Nike's diverse product categories, ranging from Business Pitch to Lab, Goddess, Basketball, Running, and Soccer.
- Played a pivotal role in the development of IBM's online presence, working on projects like NewBlue site, Small Business Portal, PartnerWorld, Software Premier Club, Version

11 Standards, AIX5L, Servers, High-Performance Computing, Lotus Mobile Notes, Pervasive Computing, and Web Phone Apps.

03/97-09/98 Interaction / Web Designer – Digital Media Design (DMD) Inc, New York, NY (clients: Intel Fest '98 NYC)

06/90-03/97 Creative Director, Graphic Designer, Assistant Photographer - PGS Advertising, Dallas, TX (clients: Sprint, Kays Naturals, Feizy, Pecan Deluxe Candy Company, Tiana Jewelry, Digital Light Processing by TI, P.A. Turner & Co., Fisher-Rosemount, Chase Cardiovascular, Custom Stone Supply, Elcom Technologies Corporation-ezTV, Ornamental Arts, R & D Machine Fabrication, Elante International, Reliance Comm/Tec, Technico Environmental, Electric Imaging International, MZB Video Solutions Inc., Clara Foods Inc.)

Job Responsibilities:

1. Employment Period:

- Graphic Designer and Assistant Photographer: June 1990 - March 1995
- Creative Director: June 1995 - March 1997

2. Creative Leadership:

- Started as a Graphic Designer and Assistant Photographer, demonstrating exceptional creative skills and dedication.
- Progressed to the role of Creative Director, showcasing leadership and strategic vision in guiding the creative team.

3. Design and Photography:

- Led and participated in the creation of a diverse range of design projects, from collateral materials to advertising campaigns.
- Applied expertise in graphic design to produce visually compelling and impactful materials.
- Assisted in photography assignments, contributing to the visual storytelling and brand representation.

4. Project Management:

- Managed end-to-end design projects, from conceptualization and pitching to execution and delivery.
- Oversaw the development of advertising campaigns, ensuring alignment with client objectives and brand identity.

5. Client Engagement:

- Played a pivotal role in finding and pitching creative solutions to clients.
- Cultivated strong client relationships, understanding their needs, and delivering tailored design solutions that exceeded expectations.

6. Creative Strategy:

- Developed and implemented creative strategies that aligned with clients' marketing and communication goals.
- Utilized a deep understanding of design principles and market trends to drive innovative and effective campaigns.

7. Team Collaboration:

- Collaborated effectively with cross-functional teams, including copywriters, photographers, and marketing professionals, to bring creative visions to life.
- Provided mentorship and guidance to junior designers and photographers.

Qualifications:

- Extensive experience as a Graphic Designer and Assistant Photographer at PGS Advertising from June 1990 to March 1995.
- Promoted to the role of Creative Director, showcasing leadership and strategic thinking from June 1995 to March 1997.
- Proven success in finding, pitching, and completing a diverse range of design, photographic, and advertising projects.
- Strong portfolio demonstrating creativity, innovation, and a keen eye for design aesthetics.
- Excellent communication and presentation skills, with the ability to effectively convey creative concepts to clients and team members.

Select Articles in Refereed Journals

Kazemzadeh, Max B. "Postnational Technollaboration within the Postbiotanical Village" *Technoetic Arts Journal*, Volume 11, Issue 3, Intellect Publishers, December 2013

Kazemzadeh, Max B. "Art, Skill & Thought: The Moist Machine" *Skilled Art: Engenho & Arte*, Artshare Publishers, May 2012.

Kazemzadeh, Max B. "Apophenoetics: Virtual Pattern Recognition, the Origins of Creativity & Augmenting the Evolution of Self." *Technoetic Arts Journal*, Volume 10, Number 1, Intellect Publishers, May 2012. pp. 115- 118. ISSN: 1477965X, Online ISSN: 17589533

Kazemzadeh, Max B. "From Walls to Walkways, from Facts to Fields: Apophenia, DIWOD, Open Src Everything, the Post Nomadic Community & Syncretic Methods for Exploring Consciousness" CR12 Presence in the Mindfield: Art Identity and the Technology of the Transformation: editors: Roy Ascott and Luis Miguel Girao. Universidad de Aveiro, November 2011. ISBN: 978-972-789-356-0

Kazemzadeh, Max B. "Visibly Invisible: Spukhafte Fernwirkung, *Mechano-Moist* & (the) Enlightenment." Making Reality Really Real. editors: Roy Ascott, Gangvik, Jahrmannt, TEKS Publishing, Trondheim, Norway, November, 2010 ISBN: 978-82-998211-2-4

Kazemzadeh, Max B. "Psychic Systems and Metaphysical Machines: Experiencing Behavioral Prediction with Neural Networks" *Technoetic Arts Journal*, Volume 8, Number 2, Intellect Publishers, pp. 189-198(10), November 2010 , ISSN 1477-965X

Kazemzadeh, Max B., Parberry, I., Roden, T., Nunn, J. R., Scheinberg, J., Carson, E., Cole, J., "Challenges and Opportunities in the Design of Game Programming Classes for a Traditional Computer Science Curriculum" Publisher: larc.unt.edu, Publication Date: Jan 1, 2010

Kazemzadeh, Max B., Parberry, I., Roden, T., "The art and science of game programming" Publication Name: ACM SIGCSE Bulletin, Publisher: dl.acm.org, Publication Date: Jan 1, 2006

Kazemzadeh, Max B., Parberry, I., Roden, T., "Experience with an industry-driven capstone course on game programming," Publication Name: ACM SIGCSE Bulletin, Publisher: dl.acm.org, Publication Date: Jan 1, 2005

Refereed conference proceedings

Paper Presentation, Di-Egy Festival Consciousness Reframed Conference Series, International Research Conference on Art, Technology, and Consciousness, Cairo, Egypt. 03/31/13-04/02/13

Paper Presentation, CAA College Art Association Conference, presenting the paper "Postnational Technollaboration within the Postbiotanical Village," New York City, NY. 02/13/13

Paper Presentation, "*Technoetic Teleos: Art, Myth and Media in Consciousness Reframed Series*" International Research Conference on Art, Technology, and Consciousness, Ionian Center for the Arts & Culture, Kefalonia, Greece, 04/18/11 – 04/20/11

Paper Presentation, The 11th Annual International Research Conference: Consciousness Reframed: Art & Consciousness in the Post-Biological Era, "*CR12: Presence in the Mindfield*," Macromedia University of Applied Sciences (MHMK), Lisbon, Portugal, 11/30/11 – 12/02/11

Paper Presentation, *International Research Conference on Art, Technology, and Consciousness "Transcultural Tendencies, Transmedial Transactions"* hosted by Shanghai Institute of Visual Art, Fudan University, Planetary Collegium: University of Plymouth, Shanghai, China, 08/26/11-08/27/11

Poster Presentation, International Exhibition on Art, Technology, and Consciousness, Ionian Center for the Arts & Culture, Kefalonia, Greece, 04/15/11 – 05/15/11

Paper Presentation, The 11th Annual International Research Conference: Consciousness Reframed: Art & Consciousness in the Post-Biological Era, "*Making Reality Really Real*," convened by TEKS-Trondheim Electronic Arts Center, Trondheim, Norway, 11/19/09 – 11/22/09

Paper Presentation, International Research Conference on Art, Technology, and Consciousness "*Skilled Art: Engenho & Arte*" Guimaraes, Portugal, 04/23/10 – 4/24/10

Paper Presentation, The Planetary Collegium's Xth International Research Conference, Consciousness Reframed: Art & Consciousness in the Post-Biological Era, "*Experiencing Design, Behaving Media*," Macromedia University of Applied Sciences (MHMK), Munich, Germany, 11/19/09 – 11/22/09

Webpages:

<http://www.maxkazemzadeh.com>

<http://www.wonderblimp.com>

<http://emedia.wordpress.com>

Contracts and Grants

2023 Awarded: \$56,500 from the New England Foundation for the Arts (NEFA) Program:

National Dance Project/Production Grant, Title: "Cross-Pollination", Location: San Francisco, CA. 2023-2024

*Description: Capacitor presents a new motion sculpture work, *Cross Pollination*. Created in collaboration with Deaf choreographer Antoine Hunter, new-media artist Max Kazemzadeh, and Gallaudet University's TinkerLab, *Cross-Pollination* will feature a mixed cast of Deaf and hearing dancers and will be choreographed by Jodi Lomask and Antoine Hunter.

Awarded: Annual \$12,120 from the NASA Space Grant to support paid TinkerLab Internships 2023-2024

Awarded: Annual \$4650 from the NASA Space Grant to support the TinkerLab needs as well as ART 236 Robotics & Interactivity and ART 224 Digital Media II course initiatives 2023-2024

2022 **Awarded:** Annual \$11,200 from the NASA Space Grant to support paid TinkerLab Internships 2022-2023

Awarded: Annual \$4400 from the NASA Space Grant to support the TinkerLab needs as well as ART 236 Robotics & Interactivity and ART 224 Digital Media II course initiatives 2022-2023

2021 **Awarded:** Annual \$8820 from the NASA Space Grant to support paid TinkerLab Internships 2021-2022

Awarded: Annual \$4370 from the NASA Space Grant to support the TinkerLab needs as well as ART 236 Robotics & Interactivity and ART 224 Digital Media II course initiatives 2021-2022

2020 **Awarded:** Annual \$4000 NASA Space Grant to support the TinkerLab needs as well as ART 236 Robotics & Interactivity and ART 224 Digital Media II course initiatives 2020-2021

2019 **Awarded:** Annual \$4200 NASA Space Grant to support the TinkerLab needs as well as ART 236 Robotics & Interactivity and ART 224 Digital Media II course initiatives 2019-2020

2018 **Awarded:** Annual \$4500 NASA Space Grant to support the TinkerLab needs as well as ART 236 Robotics & Interactivity and ART 224 Digital Media II course initiatives 2018-2019

2017 **Awarded:** Annual \$6000 NASA Space Grant to support the TinkerLab needs as well as ART 236 Robotics & Interactivity and ART 224 Digital Media II course initiatives 2017-2018

2016 **Awarded:** Annual \$6106 NASA Space Grant for the ART 495 Special Topics course entitled Skateboarding Tracking & Data Visualization as well as the Robotics & interactivity courses and the preparation and research necessary to encourage their growth. Note: Worked with Kennedy Center for Performing Arts in DC, George Mason University and the DC Pavilion, as well as Ben Ashworth and Dave Mutarelli to move the skateboarding bowl from the Kennedy Center's "Finding A Line" 2-week event in 09/15 to Gallaudet University, which has been renamed "CRATERS: Collaborative Research-space for Art Technology Engineering & Robotics (with Skateboarding)." Project began in 11/2015 and is ongoing.

- 2014** **Awarded**, Grant from Gallaudet University for Travel to exhibit and give a workshop at American University Dubai for ISEA2014: 20th International Symposium for Electronic Art, Dubai, EAU. 10/30-11/08 - \$800.00
Awarded: In 2014 collaborated with Emily Zivot and the National Parks Service to received a \$30,000 grant from the “America’s Best Idea Grant“ foundation in 03/2014
- 2012** **Awarded**, Grant from Gallaudet University for Travel [“Technoetic Teleos: Art, Myth and Media in Consciousness Reframed Series” International Research Conference on Art, Technology, and Consciousness, Ionian Center for the Arts & Culture, Kefalonia, Greece] 04/18/11 – 04/20/11 – \$1450.00
- 2011** **Awarded**, Grant from Gallaudet University for Travel [The 11th Annual International Research Conference: Consciousness Reframed: Art & Consciousness in the Post-Biological Era, “CR12: Presence in the Mindfield,” Macromedia University of Applied Sciences (MHMK), Lisbon, Portugal] 11/30/11 – 12/02/11 – \$1263.00
Awarded, Grant from Gallaudet University for Travel [International Research Conference on Art, Technology, and Consciousness “Transcultural Tendencies, Transmedial Transactions” hosted by Shanghai Institute of Visual Art, Fudan University, Planetary Collegium: University of Plymouth, Shanghai, China] 08/26/11-08/27/11 – \$1435.00
Awarded, Grant from Gallaudet University for Travel [International Exhibition on Art, Technology, and Consciousness, Ionian Center for the Arts & Culture, Kefalonia, Greece] 04/15/11 – 05/15/11 – \$1384.00
- 2010** **Awarded**, Grant from Gallaudet University for Travel [The 11th Annual International Research Conference: Consciousness Reframed: Art & Consciousness in the Post-Biological Era, “Making Reality Really Real,” convened by TEKS-Trondheim Electronic Arts Center, Trondheim, Norway] 11/19/09 – 11/22/09 – \$1742.00
Awarded, Grant from Gallaudet University for Travel [International Research Conference on Art, Technology, and Consciousness “Skilled Art: Engenho & Arte” Guimaraes, Portugal] 04/23/10 – 4/24/10 - \$1295.00
- 2009** **Awarded**, Grant from Gallaudet University for Travel [The Planetary Collegium’s Xth International Research Conference, Consciousness Reframed: Art & Consciousness in the Post-Biological Era, “Experiencing Design, Behaving Media,” Macromedia University of Applied Sciences (MHMK), Munich, Germany] 11/19/09 – 11/22/09 - \$1430.00