

# Dr. Jason Nelson (PhD)

## ACADEMIC POSITIONS

2020 - Now	Associate Professor ( <b>promoted to Professor 2025</b> ), University of Bergen
2013 - 2020	Senior Lecturer/Associate Professor, Digital Art and Interactive Writing, Queensland College of Art, Griffith University, Brisbane, Australia
2005 - 2013	Lecturer/Assistant Professor, Digital Writing, Humanities, Griffith University, Gold Coast
2018	Moore Fellow, National University of Ireland, Galway
2016 - 2017	Fulbright Fellow, University of Bergen, Norway
2002 - 2005	Teaching Professor, Bowling Green State University, MFA Program,

## EDUCATION

2013	PhD, 'Digital Interfaces as artistic device', Griffith University
2000	MFA, Bowling Green State University
1995	MA, Coursework, Cultural and Environmental Geography, University of Oklahoma
1993	BA, Cultural Geography, Asian Studies and English Minors, University of Oklahoma

## ADMINISTRATIVE AND EDITORIAL POSITIONS

2018 - 2020	Director, Interactive Media Program, Bachelor of Creative and Interactive Media, Creative-practice PhD program
2015 - Now	Co-Founder/Co-Director, Interactive Media Research Lab
2011 - Now	Board Member, Electronic Literature Organization, <a href="http://eliterature.org">eliterature.org</a>
2011 - 2015	Board Member, Representing the Digital Literary Arts, Australia Council of the Arts
2009 - Now	Founder and Contributing Editor, <i>HyperRhiz: New Media Cultures</i> , <a href="http://hyperrhiz.net">hyperrhiz.net</a>

## AWARDS AND HONORS

2023-2033	<b>Principle Investigator, Artistic integrated Research Node, The Center for Digital Narrative, UiB (Norwegian Center of Excellence in Research).</b>
2023	The Many Occasions of Moving, Finalist, Audience Prize, New Media Writing Prize, Bournemouth University, UK.
2021	The Wonders of Lost Trajectories, Finalist, Electronic Literature Prize, Washington State University.
2021	Cheatcodes for Hinterland WalkThroughs, Finalist, Woollahra Digital Writing Award, Woollahra Libraries, Sydney, Australia.
2019	The Wonders of Lost Trajectories, Finalist, New Media Writing Prize, Bournemouth University/IF:Book, UK.
2019	The Wonders of Lost Trajectories, Finalist, QLD Writers Awards, Digital Writing Category.
2019	Digital Artist-in-Residence, Queensland State Archives.
2019	<b>Winner, Woollahra Digital Writing Award, Woollahra Libraries, Sydney, Australia.</b>
2019	Finalist, Turn-On Literature Prize, Denmark and the University of Bergen, Norway.
2018	<b>Moore Fellowship, National University of Ireland, Galway.</b>
2016-17	Fulbright Scholar, University of Bergen, Norway.
2017	<b>Winner, Digital Writing Award, Queensland Literary Awards, Queensland University of Technology.</b>
2016	Finalist for the Turn-On Literature Prize, European Union Cultural Fund.
2016	Finalist for New Media Writing Prize, IF Book, UK.
2015	<b>Winner, People's Choice Award, New Media Writing Prize, IF Book, UK.</b>
2014	Finalist, Premiere's Book Awards, Western Australia, Digital Narrative Category.
2012	Winner Jury Award (top peer-review score) Annual Electronic Literature/Art Conference

	Exhibition, West Virginia University.
2011	Finalist, Biennale Internationale des poètes en Val de Marne, Media Art Prize, Paris.
2011	Finalist, Webby Award, NYC.
2010	The first Artist-In-Residence at the Edge, Technology and Innovation Centre, State Library of Queensland, Brisbane.
2010	Winner Interactive Fiction Category, <i>Bomar Gene</i> , 4th International Prize Ciutat de Vinaròs on Digital Literature, University of Barcelona, Spain.
2009	Winner of the Media Poetry Prize, Countries of an Uncomfortable Ocean, Biennale Internationale des poètes en Val de Marne, Paris, France.
2009	Winner Webby Award for my art portal <i>Secrettechnology.com</i> . (New York Times describes as “the Oscars of the web”) International Society for Digital Arts, New York City.
2009	Winner of the Newcastle Media Poetry Prize, Sydney, Australia.
2008	Winner First Annual Pan-Literary Awards, <i>This is How You Will Die</i> , Drunken Boat Journal of Digital Theory and Practice. Connecticut State University.
2008	Finalist for the New Media Award, Cream Festival, Japan.
2006	Winner First International Prize for ‘ <i>Digital Poetics</i> ’ in Ciutat de Vinaròs on Digital Literature, La Universitat, Universitat Oberta de Catalunya.
2006-07	Digital Writing Fellowship, Griffith University, Gold Coast, Australia.
2005	Finalist, The Harries National Digital Art Awards, Australia.

## SELECTED GRANTS/COMMISSIONS

750,000NOK	Infrastructure Grant (with Prof. Astrid Ensslin), HCI, UiB, 2022-23
145,000AUD	Large-Scale Art & Electronic Literature Project .(Forthcoming)
9,000AUD	Botanica, International Contemporary Art Festival. 2021
8,500AUD	International Science Festival Exhibition, Asia Region. 2020
6,000AUD	Queensland State Archives Art Grant. 2019
7,500AUD	Botanica, International Contemporary Art Festival. 2019
17,000AUD	Cities of Clouds and Wires, South Bank Corporation, Commission. 2018
10,000AUD	Present Architectures, Brisbane City Council, Commission. 2017
5,000USD	Bergen Bibliotek, Digital Art and Writing Commission. 2016
2,500AUD	RedZone Creative Arts, Commission, Brisbane. 2015
4,000AUD	Researcher Grant, Griffith University, Interactive poetry robot project. 2015
100,000AUD	Digital Writing and Art Grant, Queensland University of Technology. 2014-15
35,000AUD	Australia Council of the Arts. 2014-15
100,000AUD	Research Infrastructure Grant, Griffith University, Interactive art and writing makerspace lab. 2014-15. (with Prof. Andrew Brown)
6,500AUD	Individual Artist Grant, Arts Queensland, Interactive digital prose work at the National Library of France in Paris. 2013
5,000USD	Turbulence Grant, NYC, interactive digital poetry game, 2013
10,000AUD	Collaborative Research Grant, Griffith U, Digital writing for mobile devices. 2012
12,000AUD	State Library of Queensland, collaborative interactive digital prose. 2012
10,000 AUD	Dark Neon outdoor projection art, Swell Sculpture Festival, Gold Coast. 2011
12,000 AUD	Regional Arts Development Fund, Digiquarium Digital Art Performance. 2010
5,000USD	Ohio Arts Council Grant, Digital Writing and Art. 2005

## SELECTED EXHIBITIONS AND PUBLICATIONS

### 2024:

**Chapter in Edited Book:** (Forthcoming), Nelson, J, Ensslin, A, "Co-creative Multimodal Authorship as Procedural Performance with DALL-E", *Handbook of AI and Literature*. Bloomsbury Press.

**Journal Article:** Krauth, A & Nelson, J. 'A(I)nimal-centred AI Jam: Design Fictions for Positive Multispecies Futures'. *ACM (Association for Computer Machines) Digital Library*.  
<https://doi.org/10.1145/3637882.3637903>

**Solo Exhibition:** Versos Codificados: La Poesia Creada Con Inteligencia Artificial, Exhibit with collaborations by Alinta Krauth, The University of Cadiz, Biblioteca de Humanidades, Feb- April.

**Commission:** (Forthcoming). 'A Cottage Year'. Queen's Wharf Brisbane public media artwork. Collaboration with Alinta Krauth. Commissioned & acquired by Destination Brisbane Consortium.

**Commission:** (Forthcoming). 'A Cottage Year: Augmented Reality Experience'. Queen's Wharf Brisbane public media artwork. Collaboration with Alinta Krauth. Commissioned & acquired by Destination Brisbane Consortium.

**Commission:** (Forthcoming). 'Heritage Facade Artworks'. Queen's Wharf Brisbane public media artworks. Collaboration with Alinta Krauth. Commissioned & acquired by Destination Brisbane Consortium.

**Creative Work in Group Exhibition:** 'Mathematical Shorelines' *Å søke seg fra mørket til lys - From shadows to beacons* exhibition, Nord Museum, Norway. Curator: Emma Gunnarson. Collaboration with Dr. Alinta Krauth

## 2023:

**Journal Article:** Rettberg, S., Memmott, T., Rettberg, J. W., Nelson, J., & Lichty, P. "AIwriting: Relations Between Image Generation and Digital Writing". *arXiv preprint arXiv:2305.10834*.

**Conference Paper:** Krauth, Alinta, and Jason Nelson. "A (I) nimal-centred AI Jam: Design Fictions for Positive Multispecies Futures." *The Tenth International Conference on Animal-Computer Interaction*.

**Commission:** "The Chimera Process", Ultra Large AI Narratives, Bergen Bibliotek, Exhibit of AI Artwork, collaboration with Dr. Alinta Krauth.

**Work in Group Exhibition:** 'Mathematical Shorelines' *Å søke seg fra mørket til lys - From shadows to beacons* exhibition, Nordkappmuseet, Norway. Curator: Emma Gunnarson. Collaboration with Dr. Alinta Krauth

**Work in Group Exhibition:** "The Many Occasions of Moving" (volume 2), *ELO Conference Exhibition*, Coimbra, Portugal, University of Coimbra.

**Work in Group Exhibition:** "we are this and this is us", *interactive artwork, Introducing the Center for Digital Narrative* exhibition, University of Bergen Library, Nov 2023 - Jan 2024. Curator: Scott Rettberg, Jason Nelson

**Exhibition:** "10+10=The Briefest Evidence", "10+10=The Pain Bees" *Taper Literary Journal*, edition #10, Bad Quatro Press, MIT.

## 2022:

**Creative work in Literary Journal:** "The Many Occasions of Moving", *Kontradiktion*, Finland/Sweden, Literary Journal focused on Finnish-Swedish and Nordic digital, visual and experimental poetry.

**Commission:** 2022-2023. 'Impossible Creatures'. Science Gallery Detroit/MSU Museum. Locative Electronic Artwork. Collaboration with Alinta Krauth. Commissioned by Science Gallery Detroit/MSU Museum for the '1.5° Celsius' exhibition. Curated by Mark Sullivan.

**Commission:** 'CurioCreatures'. Public locative e-lit. CurioCity Festival/World Science Festival Brisbane. Collaboration with Alinta Krauth. Commissioned/Curated by Jay Younger and The Queensland Museum.

## **2021:**

**Creative Work in Group Exhibition:** "The Trajectory Cabinet: Digital Version", Platforming Utopias, Electronic Literature Organization Exhibition, ELO21 Conference.

**Creative work in Literary Journal:** "Rome, Kansas" & "State Highway 180", Taper Literary Journal, edition #6, Bad Quatro Press, MIT.

**Chapter in Edited Book:** Nelson, Jason. "Poetic Playlands: Poetry, Interface, and Video Game Engines." in Sullivan J. and Grigar D. (Eds). *Electronic Literature as Digital Humanities*. Bloomsbury Press.

**Chapter in Edited Book:** Nelson, Jason, "Aim, fire and explode the dangerous languages of The False Unlimited" in Pope, J. and Reyes, M.C. (Eds.). *Texts of Discomfort: Interactive Storytelling Art*. Carnegie Mellon University: ETC Press.

**Commission:** 'Hide & Seek Shelter', Botanica: Contemporary Art Outdoors, Brisbane City Botanical Gardens, Australia. 10th – 19th May. Collaboration with Alinta Krauth. Curated by Bella Ford.

## **2020:**

**Conference Paper:** Nelson, J. Landscapes of light and text and layer: a projection poetry performance, *Electronic Literature Organization Conference* University of Central Florida.

**Proceedings Curation:** Nelson, J., & Salter, A. (2020, July). Climates of Change: An Online Exhibition of Creative Work. In *Proceedings of the 31st ACM Conference on Hypertext and Social Media* (pp. 7-7).

**Conference Exhibition:** "The False Unlimited", Art-Game, ICIDS. *Exhibition, The 13th International Conference On Interactive Digital Storytelling*, UK.

**Creative Work in Group Exhibition:** "Wonderment Twelve plus/minus Yerself", A Closed Box Exhibition, Grey Street Gallery, Queensland College of Art.

**Creative Work in Group Exhibition:** "Acesulfame K", Dyscorpia Exhibition, Astrid Ensslin curator, Enterprise Square Galleries, Edmonton, Canada.

## **2019:**

**Commission:** The Belly of the Whale: interactive projection art exploring the impacts of plastic on ocean mammals, International Science Festival: Asia. Collaboration with Alinta Krauth.

**Commission:** Bioluminescent Walking: Part Two, Hidden Projection Art, Botanica International Contemporary Art Exhibition. Collaboration with Alinta Krauth.

**Creative Work in Group Exhibition:** Acesulframe-K, DYSCORPIA: Intersections of the Body and Technology, *Enterprise Square Galleries*, Edmonton, Canada.

**Creative work in Literary Journal:** Acesulframe-K, Interactive Artwork, *New River Journal*, Virginia Tech University

**Residency:** Digital Writer-in-Residence, Queensland State Archives, Brisbane, Australia, August-October

**Creative Work in Group Exhibition:** Dispersed Digital Poetry Project, Exhibition at the ELO Conference, Toronto, Canada, August

**Commission:** Electronic Literature Projections, Pavilion Space, South Bank Corporation, South Bank, Australia, funded by a 20,000 grant and related in-kind contributions.

**Essay:** The wondrous digital creatures of Stephanie Strickland, *Newswrite Journal*, New South Wales Writing Centre, Sydney, Australia, February

**Fellowship:** Moore Fellowship, Moore Institute, National University of Ireland, Galway, April

## 2017-18

**Commission:** The Wonders of Lost Trajectories, Interactive Exhibit of Digital Writing using repurposed library equipment., *Queensland State Archives*, Brisbane.

**Creative work in Literary Journal:** Nine Billion Branches, *HyperRhiz: New Media Culture Journal*, Spring Issue, North Carolina State University

**Essay:** Between Fjords and Power Cords: The Fulbright Adventures of Writing Digital in Norway, *The Writing Platform Journal*, Bath Spa University, UK, December

**Work in Group Exhibition:** Myopic Blossoms, Electronic Literature Exhibition, Porto, Portugal

**Electronic Literature Translation Project:** Et puis, tu meurs, (generative fiction translated into French), bleuOrange, Revue De Litterature Hypermediale, University of Toronto, Canada

**Creative Work in Group Exhibition:** The Bafflement Fires and These Subconscious Drives, Turn-On Literature Prize Touring Exhibition, Denmark, Norway, Romania

**Solo Exhibition:** Selected Digital Writing and Poetry Works, Cuirt International Festival of Literature, Galway Arts Center, Galway, Ireland

**Exhibitions:** Bergen Digital Poetry and Art Trilogy, Humanities Bibliotek, Mount Floyen and the Bibliotek Sentrum, Bergen, Norway. In collaboration with Alinta Krauth

**Commission:** Collaboration with Shofield Watch Company, Interactive Artworks and Bespoke Watch Design, UK

## 2015-16

**Publication:** "The Bafflement Fires" (interactive prose using a game engine), *New Binary Press*, Ireland

**Creative Work in Group Exhibition:** "The Impossible Box", *Pixel Festival*, Bergen, Norway and the ELO Conference Exhibition, Victoria, British Columbia, Canada

**Creative Work in Group Exhibition:** "Entropic Texts" (interactive prose/poetry), *ISEA Exhibition*, Vancouver, CA

**Creative work in Group Exhibition:** "Poetry/Art Robot" (Literary robot with sensors and projectors), *ELO Exhibition*, Berge, Norway

**Commission:** "NomenCluster" and "Cryptext" (Interactive Digital Fiction and Poetry installation), *QUT's The Cube* (giant touch-screen space), Brisbane <http://www.cubecryptext.com>

**Publication Project:** *Dispersed Digital Art Project* Turbulence (NYC, NY), HyperRhiz, (Maryland, US), Hermeneia (Barcelona, Spain), DeLux Media (Sydney, AU), BleuOrange (Quebec, CA) and others.

**Creative Work in Exhibition:** "The Required Field", *E-Poetry Exhibition*, and *FILE 2015* Sao Paulo, Bras

## 2013-14

**Residency:** *Artist in Residence, Digital Art and Writing Grant*, Australia Council of the Arts and the Queensland University of Technology

**Chapter in Edited Book:** Brown, D & Nelson, J. "Digital Music and Media Creativities" in *Developing Creativities in Higher Music Education*. Routledge, UK.

**Creative work in Literary Journal:** *Camberlands* (interactive digital prose), *New River Journal of Writing*, Virginia Tech University. Collaboration with Alinta Krauth.

**Journal Article:** "Speech to Text Poetry-Artwork", *Cordite Journal*, Melbourne, Australia

**Creative work in Literary Journal:** *Textual Skyline*, *Overland Literary Journal*, University of Melbourne

**Commission:** Two interactive works for tablets, Digital Writing and Art Exhibition, Electronic Literature Organization, National Library of France, Paris

**Creative Work in Group Exhibition:** *Uncontrollable Semantics 2*, Interactive Media Art Exhibition, MLA Conference, Chicago, Illinois

**Creative Work in Group Exhibition:** *Game-Fiction Video Art*, The Game Show, Brick Theater and Exhibition Space, Brooklyn, NY

**Solo Exhibition:** Counterpath Press Gallery, Denver, Colorado

**Creative Work in Group Exhibition:** *Game, Game, Game and again game*, Art-Game Exhibition, QUT Art Gallery, Brisbane

**Commission:** *Scrape Scraperteeth*, Vectors Game Art Exhibition and Conference, Toronto

**Commission:** *Hemerticon*, Portuguese Translation, INPUT: Human-Computer Interaction Exhibition, Sao Paulo

## 2011-12

**Creative Work in Group Exhibition:** ELO Conference, West Virginia

**Solo Exhibition:** Retrospective, Ten Digital Art/Writing Works, Exhibition, ELO Conference, West Virginia

**Commission:** *Messages for our Future*, Digital Poem on the tsunami. Collaboration with the Media Response Team, Tohoku, Japan. Japan Foundation, Sydney, Australia

**Commission:** *Flood Mosaic Artwork*, Floodlines Exhibition, State Library of Queensland, Grant: 12,000

**Commission:** *Nothing You Have Done Deserves Such Praise*, Turbulence New Media Art, NYC, Grant: 5,000

**Creative Work in Group Exhibition:** *Textual Skyline*, ELMCIP Conference on Remediating the Social Exhibition, Edinburgh, Scotland, New Media Scotland

**Commission:** *Signs, Signs, Signs and other Machinima video poem artworks*, Dark Neon projection mapping art, Swell Sculpture Festival, Gold Coast, Queensland, Grant: 10,000

**Essay:** *Branching, Branch, Branch*, Cordite Poetry Review, Sydney, Australia

**Commission:** *Scrape Scraperteeth*, San Francisco Gallery of Modern Art, California

**Translation Project:** *Graphoem*, German Translation Version, KARAWA.NET

**Creative Work in Group Exhibition:** *Digital Primera*, Soledades 2.0 No Moderno Artificio, Spain

**Creative Work in Group Exhibition:** *Evidence of Everything Exploding*, Currents Exhibition 2011, New Mexico

**Commission:** *City Forest: Video Art*, Origination (interactive projection mapping art project), Queensland

**Creative Work in Group Exhibition:** *Sydney's Siberia*, 2011 - Electronic Language International Festival exhibition, Sao Paulo, Brazil <http://www.file.org.br/>

**Creative Work in Collection:** *This is how you will die and Game, Game, Game and again Game*, ELO, Electronic Literature Organization Collection 2. MIT, Massachusetts Institute of Technology, <http://collection.eliterature.org/2/>

**2009-10**

**Translation Project:** *game, game, game and again game*, translated into French, bleuOrange | revue de littérature hypermédiatique, Quebec, Canada

**Solo Exhibition:** *Digiquarium Digital Art Performance*, Gold Coast Festival, Regional Arts Development Fund

**Creative Work in Journal:** *Wide and Wildly Branded, Wittenoom, Sydney's Siberia*, Leonardo Electronic Almanac, Massachusetts Institute of Technology

**Commission:** *The Edge River Cinema Poetry Projections*, The Edge New Media Space, Queensland

**Commission:** *Machinima Exhibition* (four Videos created with Machinmia software), Queensland University of Technology, Creative Arts Precinct

**Creative Work in Group Exhibition:** *Evidence of Everything Exploding*, Cyberhuman Forms Exhibition, UAVM Gallery, Fonlad, Digital Art Festival, Brasil

**Creative Work in Group Exhibition:** *Evidence of Everything Exploding*, ELO AI Exhibition, Brown University

**Creative Work in Group Exhibition:** *Evidence of Everything Exploding, I Made This. You Play This. We Are Enemies*, The Start Show, Ontario College of Art and Design

**Creative Work in Literary Journal:** *Sydney's Siberia*, Drunken Boat Journal of Digital Theory and Practice. Issue 21, **Connecticut State University**

**Creative Work in Group Exhibition:** *Sydney's Siberia*, Festival of Digital Art, WebArt Exhibition, Brazil

**Creative Work in Group Exhibition:** *Sydney's Siberia*, Screengrab Award Finalist, James Cook University, Queensland

**Creative Work in Group Exhibition:** *I Made This. You Play This. We Are Enemies*, Chico Art Net: a juried exhibition of net art from California State University, Chico

**Creative Work in Group Exhibition:** *Bomar Gene*, 4th International Prize Ciutat de Vinaròs on Digital Literature, Winner Fiction Category, Barcelona, Spain

**Creative Work in Group Exhibition:** *Countries of an Uncomfortable Ocean*, Biennale Internationale des poètes en Val de Marne, Winner of the Media Poetry Prize, Paris, France

**Accolade: Webby Award (the Oscars of the web)** for my art portal [Secrettechnology.com](http://Secrettechnology.com)

**Accolade:** *Whittenoom*, Winner of the Newcastle Poetry Prize, Australia

**Creative Work in Group Exhibition:** *Game, Game, Game and again Game and I Made This. You Play This. We are Enemies*, Featured at the Poetry International Festival, Rotterdam, Netherlands

**Commission:** *Gold Coast Canopy*, Gold Coast City Art Gallery, Dark Room, Gold Coast, Queensland

**Creative Work in Group Exhibition:** *I Made This. You Play This. We Are Enemies.* Prospectives.09 Festival, Sheppard Gallery, Reno, Nevada

**Creative Work in Group Exhibition:** *I Made This. You Play This. We Are Enemies*, BME Exhibition, Australia National University, Canberra, Australia

**Creative Work in Group Exhibition:** *I Made This. You Play This. We Are Enemies*, Cream Festival, Finalist for the New Media Award, Japan

**Creative Work in Collection:** *Game, Game, Game and Again Game*, and *This is How You Will Die*, accepted for the 2<sup>nd</sup> ELO Collection, MIT and University of Maryland.

**Journal Article:** *Endings Eventually End: 25 Doomsday Countdowns*, co-written by Davin Heckman, The New River Journal of Digital Art and Writing, Virginia Tech University

**Creative Work in Group Exhibition:** *Alarmingly these are not lovesick zombies and game, game, game and again game*, Wired for Games art exhibition, Pinnacles Art Gallery, Townsville, Australia

## 2007-08

**Creative Work in Group Exhibition:** *Game, Game, Game and again Game*, Art of Play Exhibition, Case Western University

**Creative work in Literary Journal:** *Endings Eventually End: 25 Doomsday Countdowns*, New River Journal, Virginia Tech University

**Creative Work in Group Exhibition:** *Component Shift: revolutions between the valley walls*, The Tech Museum, San Jose

**Creative Work in Group Exhibition:** *Between Treacherous Objects and Uncontrollable Semantics*, BOOM 2007 International New Media Arts Festival, National Taiwan University of the Arts

**Creative Work in Group Exhibition:** *Game, Game, Game., Digital Power Poetry*, Kala Institute, Goa, India

**Creative Work in Group Exhibition:** *Between Treacherous Objects*, Gallery for the IV, 11th International Conference Information Visualization, Zurich, Switzerland

**Creative Work in Group Exhibition:** *Dimension is Night is Night, When Pressed*, Collected Works Gallery, Melbourne, Australia

**Creative Work in Group Exhibition:** *Between Treacherous Objects*, CGIV 4th International Conference Computer Graphics, Imaging and Visualization, Bangkok, Thailand

**Creative Work in Group Exhibition:** *Vholoce: Weather Visualizer*, Curated Exhibition, The Trouble with the Weather: A Southern Response, University of Sydney (UTS), Sydney

**Creative Work in Group Exhibition:** *Game, Game, Game and again Game*, International Digital Arts: 2007 Exhibition: The Vernacular Terrain, Brisbane

**Collection:** MAXXI -Museo Nazionale delle Arti del XXI Secolo in Rome. Net Artwork *Uncontrollable Semantics* accepted into the permanent collection

**Creative Work in Group Exhibition:** *Game, Game...*, CAC, Computer Art Congress, CAC Exhibition, Mexico City. Mexico

**Creative Work in Group Exhibition:** *Game, Game...*, ISEA, New Media Art Exhibition, Singapore

**Commission:** *Commission for Interactive Artwork and Second Life Artwork*, The Tech Museum, and TheTechVirtual, Santa Clara, California

**Creative Work in Group Exhibition:** *Game, Game...*, Chico Net Art Open, California State University, Chico, California

**Creative Work in Literary Journal:** *The Poetry Cube*, New River Journal, Virginia Tech University, Virginia

**Solo Exhibition:** *Major review, retrospective and interview in the journal*, The Iowa Review Web, The University of Iowa

## 2004-06

**Creative Work in Group Exhibition:** *Shorts films for portable devices*, The 4thScreen: A Global Fest of Art & Innovation for Mobile Phones, NYC Museum of the Moving Image, New York City

**Creative Work in Literary Journal:** *How the Sun Works*, Best Australian Poetry Anthology, University of Queensland Press

**Creative Work in Group Exhibition:** *An Introduction to the Study of Hypnotism*, Algorithmic Art, Queensland University of Technology (QUT) Brisbane

**Creative Work in Group Exhibition:** *Explode this Explode*, Net-Art Juried Exhibition, Diverse Works Gallery, Houston, Texas

**Creative Work in Group Exhibition:** *Hermeticon*, Juried Exhibition, Electrofringe New Media Art Festival, Newcastle, Australia

**Creative Work in Anthology:** *Dreamaphage Versions 1 and 2*, Print and CD for distribution to major research libraries and university courses, ELO (Electronic Literature Organization) 2006 Anthology

**Creative Work in Group Exhibition:** *The Bomar Gene*, Net-Art Juried Exhibition, School of Art and Design, Michigan University

**Creative Work in Group Exhibition:** *Pandemic Rooms*. Curated Online Exhibition, Extrapolations, Cleveland, Ohio

**Creative Work in Group Exhibition:** *This is How You Will Die*, First Annual Pan-Literary Awards, Drunken Boat Journal of Digital Theory and Practice. Connecticut State University

**Accolade:** *Pandemic Rooms*, Finalist, The Harries National Digital Art Awards

**Creative Work in Group Exhibition:** *This is How You Will Die*, Demonstration Hall Exhibition, Ideas Festival, Brisbane

**Journal Article:** *Hymns of the Drowning Swimmer*, Peer-Review, Juried Special Edition on New Media Poetics, Leonardo Electronic Almanac, Massachusetts Institute of Technology.

**Solo Exhibition:** *This is How You Will Die*, *The Bomar Gene*, and *Pandemic Rooms*, Rhizome Artbase, The New Museum (New York City).

**Journal Article:** *Hermeticon: Pop Spell Maker*, HyperRhiz: New Media Cultures, Issue One, Washington University, Vancouver, Washington

**Creative Work in Group Exhibition:** *The Bomar Gene*, ACM Multimedia 2005 Interactive Art Program, Sponsored by ACM SIGMM, SIGGRAPH, and SIGCOMM, Singapore

**Creative Work in Group Exhibition:** *Promiscuous Design*, Digital Visions, Juried Net-Art Exhibition, University of British Columbia (UBC)

**Creative Work in Group Exhibition:** *Promiscuous Design*, The 2005 Web Biennial, Istanbul Contemporary Art Museum

**Journal Article:** *Hermeticon: Pop Spell Maker*, Scan: Journal of Media Arts Culture Gallery, Peer-Reviewed, Media Department, Macquarie University

**Creative Work in Group Exhibition:** *The Bomar Gene*, Finalist Exhibition, International Digital Arts Awards, sponsored by Creative Industries Queensland University of Technology (QUT), and Queensland Health, QUT Brisbane

**Creative Work in Group Exhibition:** First International Prize for the work '*Digital Poetics*' in Ciutat de Vinaròs on Digital Literature, La Universitat, Universitat Oberta de Catalunya

**Creative Work in Group Exhibition:** *Conversation*, Poems that Go, Featured Work for the Sound Issue

**Creative Work in Group Exhibition:** Digital Visions, a juried virtual on-line exhibition, University of British Columbia. Three works accepted.

**Creative Work in Group Exhibition:** *Epimone*, New Media Art Collection, Madrid, Spain. Three new media works chosen.

**2003 and Previous (select items only):**

- International Digital Arts Awards, *Panhandle* selected as finalist

- Panhandle, Lancaster Film and New Media Festival, United Kingdom, Sponsored by Folly.co.uk,
- *Locomotive and Creatures*, Bathhouse Literary Journal, Eastern Michigan University,
- *Nine attempts to clone a poem* and *Frostbite*, Reconstruction: an interdisciplinary culture studies journal, Spring 2003.
- Panhandle and Superstitious Appliances selected for Digitalis 2:The Spiritual in Digital Art Juried gallery show, The Evergreen Cultural Centre, British Columbia, Canada.
- This will be the end of you: play 1: chemistry Slope Editions, New Media Issue, Spring 2003.
- *This will be the end of you: play 3: and the last machine with moving parts*,
- Slope Editions, New Media Issue, Spring 2003.
- *This will be the end of you: play 4: within, within*, Slope Editions, New Media Issue Spring 2003.
- *This will be the end of you: play7: genetic code*, Bathhouse Literary Journal, Eastern Michigan University, Spring 2003.
- *This will be the end of you: play6: four variable creation*, inflect: a journal of multimedia writing Spring 2003
- *This will be the end of you: play9: curious to know*, inflect: a journal of multimedia writing, Spring 2003.
- 2002 Seattle Poetry Festival, hyper poetry & ergodic/intergrammatic poetry, four New Media works selected for their juried gallery exhibit.
- *Color*, Esocentric\, Gender and Technology, George Mason University, Spring 2002
- *Daisy Cutter*, TAParts gallery, Fall 2002.
- *Panhandle*, Beehive Hypertext/New Media Journal, Vol. 5, Issue 1, Summer 2002.
- *Plush*, BoomerangUK: Internet Literature, Issue 5, Spring 2002.
- *Plush*, The Blue Moon Review, Special Issue The Edge Effect, Summer 2002.
- *Superstitious Appliances*, *ctheory: journal of multimedia*, *Wired Ruins Issue* 2002.
- *Superstitious Appliances*, Electronic Literature Organization 2002 Symposium Gallery
- *Superstitious Appliances*, nmediac, Journal of New Media and Culture, Winter 2002.
- *This will be the end of you: play15, in indestructible ping-pong ball*, Whalelane: writing, visuals, hybrids, Fall 2002.
- [\*Diseases of the Horse: Vesicular Stomatitis\*](#) , 3rdbed New Media Gallery, Spring 2000
- *Diseases of the Horse collected hypertexts*, The Little Magazine, Winter 2000.
- [\*Eleven \(16\) Occurrences of the Number Four\*](#), 3rdbed New Media Gallery, Fall 2001.
- Gorgeous Oaks, Cauldron and Net, New Media journal, 2000
- *Heliopod: Poetry Project* Immedia 2001, University of Michigan, Art Exhibition.
- [\*In an Unrelated Sequence Comes\*](#) , 3rdbed New Media Gallery, Spring 2001.
- *Machine Poems*, Burning Press Online Gallery, Fall 2000.
- *Nine Attempts to Clone a Poem*, Poems that Go.
- *Tracing*, NowCulture, Online Writing and Art Magazine, www.nowculture.com, Spring 2001.
- *Tracing*, The Lite Show, MIT Gallery Finalist, fall 2001.
- *unfortunate and reflecting*, NowCulture, Online Writing and Art Magazine, Spring 2001.

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