

Mar 2023

## CURRICULUM VITA

**Michael Naimark**  
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### Interests

Art and science: presence and abstraction, new media and interactivity, funding models.  
Place representation: field cinematography, image-based modeling, immersive virtual environments.  
Consequences: virtual travel and tourism, cultural geography, globalization.

### Born

1952, Detroit, MI  
US Citizen

### Education

M.S., Visual Studies and Environmental Art, Massachusetts Institute of Technology, 1979  
B.S., Cybernetic Systems (independent major, with high distinction and high honors), University of Michigan, 1974

### Academic Appointments

2023: UC Berkeley  
Lecturer, "Designing XR Experiences," Jacobs Institute for Design Innovation, College of Engineering  
2017 - 2021: New York University Shanghai, CHINA (Full Time)  
Visiting Associate Arts Professor, Interactive Media Arts,  
2011-2014: Massachusetts Institute of Technology  
2012-2014: Affiliate  
2011: Visiting Associate Professor, Program in Media Arts and Sciences (Media Lab)  
2009-2013: New York University  
2010-2013: Field Instructor, Faculty Search Committee NYU Abu Dhabi (2012-13)  
2009: Adjunct Faculty, "Representing Earth," Interactive Telecommunications Program, Tisch School of the Arts  
2004-2008: University of Southern California (Full Time)  
2006-8: Research Associate Professor, Interactive Media Division, School of Cinematic Arts  
2004-6: Visiting Associate Professor, Interactive Media Division, School of Cinematic Arts  
2005: Art Center College of Design, Pasadena  
Visiting Faculty, "(Re)Presenting Place," Graduate Media Design Program  
2004: New York University  
Adjunct Faculty, "History of New Media Arts," Interactive Telecommunications Program, Tisch School of the Arts  
1989-1990: San Francisco Art Institute  
1990: Visiting Faculty, "Immersive Virtual Environments," New Genres Department  
1989: Visiting Faculty, "Virtual Environments," New Genres Department  
1981-82, 1986-87: San Francisco State University  
1987: Visiting Faculty, "Interactive Art," School of Creative Arts  
1986: Visiting Faculty, "Media Technology and the Arts," School of Creative Arts  
1981-82: Visiting Faculty, "The Arts Today," School of Creative Arts  
1981: Visiting Faculty, "New Media and the Arts," School of Creative Arts  
1986: California Institute of the Arts  
Visiting Faculty, "Aesthetics of Interactivity," School of Film/Video  
1977-80: Massachusetts Institute of Technology  
1979-80: Research Fellow, Center for Advanced Visual Studies  
1978-79: Technical Instructor (film/video), Architecture Machine Group  
1977: Teaching Assistant, "Creative Seeing," College of Architecture  
1972-75: University of Michigan  
1974-75: Instructor (video), Residential College and Department of Geography  
1972-75: Instructor (and co-founder), Future Worlds Program, College of Literature, Science, and Arts

### Professional Experience

2021 - present: Principal, Michael Naimark & Company  
2017 - 2021: NYU Shanghai (Full-Time)  
2009-2016: Media Artist and Researcher (self-employed)  
2016: Consultant, Jaunt VR, Palo Alto, CA  
2015: Resident Artist (its first), VR Division, Google, Mountain View, CA

2011-2016: Partner, "Iiive.tv," a USC-initiated startup around spontaneous video webcasting, New York  
 2011: Consultant, "My3D" consumer stereoscopic viewer, Hasbro, Inc., Pawtucket, RI  
 2010: Consultant, "Movie Tagger", a USC-initiated project, Related Content Database (RCDB) Inc., SF  
 2009: Project Director, "80+1: A Journey Around the World", an EU Culture Capital project produced by Ars Electronica, Linz, AUSTRIA  
 2004 – 2008: University of Southern California (Full-Time)  
 2001-2004: Media Artist and Researcher (self-employed)  
 2004: Ars Electronica Festival, Linz, AUSTRIA (guest curator, 25th anniversary symposium)  
 2004: Columbia University School of the Arts (consultant for the art and technology strategic plan)  
 2002-03: Rockefeller Foundation and Leonardo/ISAST, New York (director, "arts lab" feasibility study)  
 1992-2001: Member of the Research Staff, Interval Research Corporation, Palo Alto (Full-Time)  
 One of first 15 employees  
 Founding Member, Intellectual Property Committee  
 Co-Chair, Publications Committee  
 Project Coordinator, "Immersion" and "New Media" projects  
 Lead Inventor, 6 patent applications (all allowed)  
 Initiator, Kundi.com, a spinoff venture around spontaneous video webcasting  
 1980-1992: Media Artist and Researcher (self-employed)  
 1980-81, 1991-92: MIT Media Lab (consultant)  
 1987-90: Apple Multimedia Lab (full-time consultant)  
 1986-90; Lucasfilm (consultant)  
 1985-86: Panavision (consultant)  
 1982-84: Atari Research Lab (full-time consultant)  
 and:  
 St. Louis Zoo (1989); Technology Center of Silicon Valley, San Jose (1989); City of Karlsruhe ZKM Advisory delegation (1988); Fleet Science Center, San Diego (1988); LA Open School (1988); Museum of Science and Industry, Chicago (1988); Advanced Interaction Inc., San Francisco (1987); Videodisc Publishing, Inc., New York (1987); HOK Associates, St. Louis (1987); Mattel Inc., Hawthorne, CA (1987); Lotus Development Corporation (w/The Future Squad), Cambridge (1987); NY Museum of Modern Art (1986); Advanced Decision Systems, Mountainview, CA (1986); Microsoft Corporation, Seattle (1986); Renan Productions, Los Angeles (1985); SF Museum of Modern Art (1985); Mirror Systems, Cambridge (1985); Lynn Hershman Projects, San Francisco (1984); Realtime Video Productions, San Francisco (1984); Bank of America, San Francisco (1983); Search and Design, San Anselmo (1982); WED Enterprises (Disney Research) (1982), Glendale, CA; Office of the President, National Geographic Society, Washington DC (1981).

### **Artist Residencies**

2015: Google VR, Mountain View, CA  
 2005: "(Re)Presenting Place," Art Center College of Design, Pasadena  
 2001-2: Institute of Advanced Media Arts and Sciences (IAMAS), Gifu, JAPAN  
 1993: "Art and Virtual Environments," Banff Centre for the Arts, CANADA  
 1991: "Bioapparatus," Banff Centre for the Arts, CANADA  
 1990: Zentrum für Kunst und Medientechnologie (ZKM), Karlsruhe, GERMANY  
 1987: Exploratorium, San Francisco

### **Grants, Awards, and Acknowledgements**

2020-2021: Recipient, "Special Research Grant," for "bracket hack" improvement for teleconferencing, NYU Shanghai  
 2018-2020: Recipient, NYU Technology-Enhanced Education (TEE) grant for "TeleWindow" project, NYU Shanghai  
 2007: Recipient, Google Research Award for "Collective Photo Mapping" (with Paul Debevec as secondary recipient)  
 2002: Recipient, Rockefeller Foundation Creativity & Culture grant, New York (Leonardo/ISAST "arts lab" study)  
 2002: Recipient, World Technology Award for the Arts, New York  
 1992: Recipient, First Award (SFAI Immersive Virtual Environments class), Futures Scenario, ACM SigCHI, Monterey  
 1992: Recipient, Artist Fellowship Program Grant in "New Genres," California Arts Council  
 1991: Recipient, Artist Grant, Tamarack Foundation, San Rafael, CA  
 1989: Recipient, Spring Show Award (Virtual Environments class), SF Art Institute  
 1984: Recipient, First Award, SECA "Film as Art," SF MOMA  
 1980: Recipient, Media Arts Fellowship, National Endowment for the Arts  
 1979: Recipient, M.I.T. Council for the Arts Grant  
 1978: Recipient, M.I.T. Council for the Arts Grant  
  
 2007: Nominee, Rockefeller Foundation Fellowship, New York  
 2005: Nominee, Rockefeller Foundation Fellowship, New York  
 2001: Nominee, World Technology Award for the Arts, London, UK  
 1998: Nominee, ICC Biennale '99, Tokyo, JAPAN (abstained)  
 1997: Nominee, Rockefeller Foundation Fellowship, New York (abstained)  
 1995: Nominee, Chrysler Innovation in Design Award, New York  
 1994: Nominee, ARTEC '95, Nagoya, JAPAN

### **Professional Activities**

## Boards and Committees

2018-present: Member, Advisory Board, Gray Area Foundation for the Arts, San Francisco  
2017-present: Advisor At Large, The Global Jukebox (by ethnomusicologist Alan Lomax), New York  
2012-2013: Member, Faculty Search Committee, Interactive Media, NYU Abu Dhabi  
2010-2013: Board of Advisors, WatchWith (formerly Related Content Database) Inc., San Francisco  
2006-2009: Member, Scientific Council of the Ludwig Boltzmann Institute for Media Art Research, Vienna, AUSTRIA  
2004-2008: Member, MIT Corporation Visiting Committee, Media Laboratory and Media Arts & Sciences, Cambridge  
2002-present: Board of Advisors, International Society of Arts, Science & Technology (ISAST), Paris, FRANCE  
2000-2008: Board of Directors, ZeroOne Foundation, Palo Alto  
2001-2005: Board of Advisors, Media Lab Europe, Dublin, IRELAND  
1993-2007: Editorial Advisory Board, Leonardo Electronic Almanac, Cambridge  
1991-2006: Editorial Board, PRESENCE, MIT Press, Cambridge  
1990: Steering Committee, Cyberthon Conference, Point Foundation, Sausalito  
1985-90: Co-Host, Interactive Video Conference, Whole Earth "Lectronic Link (The WELL), Sausalito

## Juries

2008: Juror, Hybrid Art, Ars Electronica, Linz, AUSTRIA  
2004: Juror, Tania Trepanier Award, Labyrinth Project, Annenberg Center, USC  
1998: Jury Chair, Interactive Art, Ars Electronica, Linz, AUSTRIA  
1997: Juror, Interactive Art, Ars Electronica, Linz, AUSTRIA  
1995: Juror, Interactive Art, Ars Electronica, Linz, AUSTRIA  
1995: Juror, 10/10 Portraits in Cyberspace Artshow, MIT Media Lab  
1994: Juror, Interactive Art, Ars Electronica, Linz, AUSTRIA  
1994: Juror, "NewMediaTopia" Exhibition, Moscow, RUSSIA  
1993: Juror, Siggraph Multimedia Exhibition, Los Angeles  
1988: Juror, San Francisco International Film Festival  
1987: Juror, San Francisco International Film Festival  
1987: Juror, Athens International Video Festival, Athens, OH  
1986: Juror, San Francisco International Film Festival  
1986: Juror, Ann Arbor Film Festival  
1985: Juror, First "Cindy" videodisc award, Assoc of Visual Communicators, San Francisco

## Miscellanea

2018: Quote, "The Art of Virtual Reality: Notable Artists are Embracing this Game-Changing Medium," Robb Report, September 2018  
2018: Quotes, *Valley of Genius: The Uncensored History of Silicon Valley*. Adam Fisher (Hachette, 2018)  
2017: Interview, "Virtual Reality: Beyond the Hype", NYU Shanghai Gazette, Dec 2017  
2016: Quote, Pioneers of Virtual Reality Art, Financial Times, London, Sep 21, 2016  
2016: Quote, "Fantastic Radio Show about VR, c.1992," Boing Boing, Apr 25, 2016  
2015: "Designated Grownup" quote, "Palmer Luckey: Defying Reality" (cover story on VR), Forbes (Jan 5, 2015)  
2014: Invoked in absentia, "Are Interactive Films Transforming Modern Storytelling? Sundance's New Frontier Has the Answer," IndiWire (Jan 28, 2014)  
2012: Featured in GOING PLACES: A HISTORY OF SURROGATE TRAVEL AND GOOGLE MAPS WITH STREET VIEW, Computer History Museum, Mountainview, CA  
2010: Quote, *Alan Lomax: The Man Who Recorded the World*. John Szwed (Viking, 2010)  
2010: Invited Participant, "Identifying Synergies and Fostering Collaborations", First Joint Meeting of the National Science Foundation and the National Endowment for the Arts, Washington DC  
2008: International Program Committee, International Symposium of Electronic Art (ISEA), SINGAPORE  
2006: Tenure Reviewer, Interactive Telecommunications Program (ITP), NYU  
2005: Proposal Evaluator, Creative Capital Foundation, New York  
2004: Director/Curator, Ars Electronica Festival 25<sup>th</sup> Anniversary Symposium, Linz, AUSTRIA  
2004: Collaborator, Siggraph '04 Computer Animation Pre-Show ("Squid Ball")  
2003: Thesis Reviewer, Comparative Media Studies, MIT  
2003: Demonstrations Program Committee, UbiComp 2003, Seattle (self-withdrawn under protest)  
2002-2004: Board of Advisors, National Art and Technology Network (NATN), The Kitchen, New York  
2000-2002: Board of Advisors, Creative Disturbance, San Francisco/Marseilles, FRANCE  
2000: Advisor, Jewish Museum planning meeting, San Francisco  
1999: Graduates Reviewer, SF Art Institute, New Genres  
1998-2002: Board of Advisors, Coalition of Artists and Life Forms, San Francisco  
1998-2001: Board of Directors, The Lab artists organization, San Francisco  
1997: Thesis Reviewer, MIT Media Lab  
1996: Papers Reviewer, Symposium for User Interface Software and Technology (UIST), Seattle  
1994: Thesis Reviewer, School of Architecture, UC San Diego  
1993: Guest Co-Editor, *Wide Angle*, vol. 15, no. 4, December 1993, John Hopkins University Press, Baltimore  
1993: Program Committee, First Virtual Reality Annual International Symposium (VRAIS), IEEE, Seattle  
1993: Nominator, Interactive Media Festival, Los Angeles  
1991: Thesis Reviewer, SF Art Institute, New Genres  
1990: Advisory Group, "Reality on Wheels" VR Exhibition, The Computer Museum, Boston  
1989: Graduates Reviewer, Architecture Dept, Cal College of Arts and Crafts, San Francisco  
1988: Nominator, SECA Video Art Award, SF MOMA  
1987: Project Development Committee, "Anthropology" Television Series, Institute of Human Origins, Berkeley  
1985-90: Co-Host, Interactive Video Conference, Whole Earth "Lectronic Link (The WELL), Sausalito  
1984: Contributing Editor, *Video and the Arts* (formerly *Video Eighties*), San Francisco  
1984: Board of Advisors, Twin Palms Gallery, San Francisco  
1981-present: Subscriber/Mailing List Member, *American Cinematographer* magazine

1981-present: Member, Society for Visual Anthropology, American Anthropological Association, Washington, DC

## Websites

2022-present: Workshop Website, <https://mediatedpresence.com/>

2017-2021: Professor, VR/AR Fundamentals, class blogs, NYU Shanghai Interactive Media Arts.  
[https://wp.nyu.edu/shanghai-vr\\_ar\\_fundamentals/](https://wp.nyu.edu/shanghai-vr_ar_fundamentals/)

2008-2009: Project Director, "80+1: A Journey Around the World", an EU Culture Capital project 2009 produced by Ars Electronica, Linz, AUSTRIA. <http://www.80plus1.org/>

2007-2008: Project Director, "Viewfinder: How to Seamlessly 'Flickrize' Google Earth," A collaboration between the Interactive Media Division and the Institute for Creative Technologies, USC. <http://interactive.usc.edu/viewfinder/>

2001-present: <http://www.naimark.net/>

## Publications

Naimark, M. (2022). The One Earth Model: Geographic Interoperability in the Real-World Metaverse, *Medium*, December 2022.

M. Naimark, C. Ballard, D. Santiano (2022). Telewindow: a Flexible System for Exploring 3d Immersive Telepresence Using Commodity Depth Cameras. *International Symposium of Electronic Art (ISEA) proceedings*, Barcelona, SPAIN.

Naimark, M. (2022). Big Tech's Race to the Ground (View). *Medium*, May 2022.

Naimark, M. (2021). Where's Planet Earth in the Metaverse? *Medium*, December 2021.

Naimark, M. (2021). A Cheap Simple Hack for Improving Your Online Classtime Experiences. *Medium*, January 2021.

Naimark, M. (2020). Shanghai Updates. (self published on [www.naimark.net](http://www.naimark.net/)).

Naimark, M. (2019). How the 62 Year Story of Art at MIT Shaped the Media Lab Ethos. *Medium*, September 2019.

Naimark, M. (2019). VR/AR 7-Part Series (in English and Chinese). Research and Instructional Technology Services (RITS), NYU Shanghai. Online.

Naimark, M. (2018). Increasing VR Creativity: More Risky Research, Less Master Classes." *Medium*, August 2018.

Naimark, M. (2018). VR / AR Fundamentals – 5) Live & Social + Epilogue. *Medium* 3/9/18.

Naimark, M. (2018). VR / AR Fundamentals – 4) Input & Interactivity. *Medium* 3/3/18.

Naimark, M. (2018). VR / AR Fundamentals – 3) Other Senses (Touch, Smell, Taste, Mind). *Medium* 2/16/18.

Naimark, M. (2018). VR / AR Fundamentals – 2) Audiovisual Spatiality & Immersion. *Medium* 2/9/18.

Naimark, M. (2018). VR / AR Fundamentals – 1) Audiovisual Resolution & Fidelity. *Medium* 2/2/18.

Naimark, M. (2018). VR / AR Fundamentals – Prologue. *Medium* 1/26/18.

Naimark, M. (2017). A Big, Slow, Global Approach to VR: Silicon Valley's Blind Spot. Canadian Film Centre News, May 2017.

Naimark, M. (2016). VR Interactivity: Some Useful Distinctions. *Medium*, October 17, 2016.

Naimark, M. (2016). Being Early: Challenges and Opportunities as VR Grows Up. *Presence* 25.2, November 2016.

Naimark, M., Lawrence, D.H., McKee, J.J. (2016). VR Cinematography Studies for Google. *Medium*, June 22, 2016.

Naimark, M. (2014). Why VR Headsets Will Stick. (self published on [www.naimark.net](http://www.naimark.net/)).

Naimark, M. (2010). Camera Cars. (self published on [www.naimark.net](http://www.naimark.net/)).

Naimark, M. (2008). "X"ing the World in 80 Days. Project Director's statement for 80+1: A Global Journey (online).

Naimark, M., Tribe, M. (2006). Academic Art and Technology Wiki (online)

Naimark, M. (2006). Aspen the Verb: Musings on Heritage and Virtuality. *Presence* 15.3

Naimark, M. (2005). Two Unusual Projection Spaces. *Presence* 14.5 (translated to Romanian online, 2011)

Naimark, M. (2005). Be Now Here: an Interactive 3D Panorama. *Proc. 12th International Panorama Conference*, IPC International Panorama Council, Bonn, GERMANY

Fisher S., Anderson S., Ruiz S., Naimark M., Hoberman P., Weinberg R. (2005). "Experiments in Interactive Panoramic Cinema", Stereoscopic Displays and Virtual Reality Systems IX, Woods, A., Bolas, M.T., and Merritt, J. O., Editors, *Proc. SPIE* 5664

Naimark, M. (2004). Addressing Time. Curatorial Statement for the Festival Symposium, *Ars Electronica 2004*, G. Stocker, Editor, Ostfildern-Ruit, GERMANY: Hatje Cantz Verlag

Naimark, M., Sutton, G. (2004). Chronological Age: Ars Electronica's Timeline Project 1979–2003, *Ars Electronica 2004*, G. Stocker, Editor, Ostfildern-Ruit, GERMANY: Hatje Cantz Verlag

Naimark, M. (2004). Calculated Risk. Forward for *A Guide to Good Practice in Collaborative Working Methods and New Media Tools Creation*, L. Goodman and K. Milton, Eds., London, UK Arts and Humanities Data Service.

Naimark, M. (2003). Sensory Anomalies. In *Design Research: Methods and Perspectives*, B. Laurel, Editor, Cambridge, MA: The MIT Press.

- Naimark, M. (2003). Truth, Beauty, Freedom, and Money: Technology-Based Art and the Dynamics of Sustainability. (published on the Arts Lab website: <http://www.artslab.net/>).
- Naimark, M. (2002). Alan Lomax's Multimedia Dream. (published on the Lomax website: [http://www.alan-lomax.com/style\\_globaljukebox.html](http://www.alan-lomax.com/style_globaljukebox.html)).
- Naimark, M. (2002). VR Webcams: Time Artifacts as Positive Features. *ISEA 2002 Proceedings*, Nagoya, JAPAN.
- Naimark, M. (2002). How to Zap a Camera. (self published on [www.naimark.net](http://www.naimark.net)).
- Naimark, M. (2002). Interaction 01 Review. *Diatxt, the critical journal by the Kyoto Art Center*, vol. 6, Kyoto, JAPAN.
- Pilpré A., Sester M., Naimark M., Terrillon J.C., and Niwa Y. (2002). ACCESS: A Video-Based Tracking Spotlight. *VSMM '02 Proceedings*, Gyeongju, KOREA.
- Naimark, M. (2001). VR Today. *Leonardo Electronic Almanac Vol. 9:5*.
- Naimark, M. (2001). Leash Length. *EMERGENCY 1.5*.
- Naimark, M. (2001). Where are the Anthropologists? *Leonardo Electronic Almanac Vol. 9:1*.
- Naimark, M. (2001). Symmetrical Media. *EMERGENCY, 1.4*.
- Naimark, M. (2001). First Word Art/Last Word Art. *FineArtForum vol.15, issue 8*.
- Naimark, M. (2001). Interaction '01. *Leonardo Digital Reviews*.
- Naimark, M. (2001). An Arts Lab. (Open Letter to the Presidio Trust).
- Naimark, M. (2000). Predictions *EMERGENCY 1.1*.
- Naimark, M. (2000). Memorial for Bernard Q. Nietschmann. (self published on [www.naimark.net](http://www.naimark.net)) U C Berkeley Faculty Club.
- Naimark, M. (1999). Art at Interval. (self published on [www.naimark.net](http://www.naimark.net)) Tech Museum of Innovation, San Jose.
- Naimark, M. (1998). Field Recording Techniques for Virtual Reality Applications. *VSMM '98 Proceedings*, Gifu, JAPAN.
- Naimark, M. (1998). Place Runs Deep: Virtuality, Place, and Indigenoussness. *Virtual Museums Symposium Proceedings*, Arch Foundation, Salzburg, AUSTRIA.
- Naimark, M. (1998). Art School en Provence. *Interval Research Trip Report*, Aix, FRANCE, 11/98.
- Naimark, M. (1998). Virtual Systems and Multimedia (VSMM) Conference. *Interval Research Trip Report*, Gifu, JAPAN, 11/98
- Naimark, M. (1998). World's First Interactive Filmmaker. *Interval Research Trip Report*, Prague, CZECH, 5/98.
- Naimark, M. (1998). Prix Ars Electronica Jury. *Interval Research Trip Report*, Linz, AUSTRIA, 5/98.
- Naimark, M. (1997). Art ("and" or "versus") Technology: Some Personal Observations. In C. Sommerer (Ed.), *Art@Science*. Vienna and NY: Springer Press.
- Naimark, M. (1997). A 3D Moviemap and a 3D Panorama. *SPIE Proceedings Vol. 3012*, San Jose.
- Naimark, M. (1997). What's Wrong with this Picture: Presence and Abstraction in the Age of Cyberspace. *Consciousness Reframed Proceedings*, CAiiA, University of Wales, Newport, WALES.
- Naimark, M. (1997). Interactive Art: Maybe it's a Bad Idea. In H. Leopoldseder, C. Schopf (Eds.), *Cyberarts, International Compendium Prix Ars Electronica*. Vienna and NY: Springer Press.
- Naimark, M. (1997). ZKM Opening. *Interval Research Trip Report*, Karlsruhe, GERMANY, 10/97.
- Naimark, M. (1996). Field Recording Studies. In M.A. Moser (Ed.), *Immersed in Technology*. Cambridge, MA: MIT Press.
- Naimark, M. (1996). Be Now Here. *Leonardo Electronic Almanac, vol. 4, no. 1*.
- Naimark, M. (1996). (untitled talk), *NewMediaLogia Symposium Proceedings*, Soros Center for Contemporary Art, Moscow, RUSSIA.
- Naimark, M. (1996). Gifu Update. *Interval Research Trip Report*, Gifu, JAPAN, 5/96.
- Naimark, M. (1996). ATR Science ART: International Symposium on Art and Science. *Interval Research Trip Report*, Kyoto, JAPAN, 5/96.
- Naimark, M. (1995). New Media International Symposium, Moscow. *Leonardo Electronic Almanac, vol. 3, no. 2*.
- Naimark, M. (1995). EXCAVATION AREA: A Virtual Gallery of Archaeological Art" (Japanese). *InterCommunication (NTT) No.14*, Tokyo, JAPAN.
- Naimark, M. (1995). Art, Artifacts, and Presence. *Oksnoen '95 Proceedings*, Oksnoen, NORWAY.
- Naimark, M. (1995). Be Now Here Dispatches. *Interval Research Trip Report*, Jerusalem, ISRAEL; Dubrovnik CROATIA; Timbuktu, MALI; Angkor, CAMBODIA, 10/95.
- Naimark, M. (1995). Interaction '95 Artshow. *Interval Research Trip Report*, Gifu, JAPAN, 7/95.
- Naimark, M. (1994). Interactive Art and the Myth of Everything-ness. *Ars Electronica catalog*. Linz, AUSTRIA.
- Naimark, M. (1994). New Media International Symposium. *Interval Research Trip Report*, Moscow, RUSSIA, 11/94.
- Naimark, M. (1994). Digital Expression Symposium, MIT Media Lab. *Interval Research Trip Report*, Cambridge, 10/94.
- Naimark, M. (1994). UNESCO III. *Interval Research Trip Report*, Paris, FRANCE, 9/94.
- Naimark, M. (1994). International Symposium on Electronic Art (ISEA). *Interval Research Trip Report*, Helsinki, FINLAND, 9/94.
- Naimark, M. (1994). New Media for New Museums First International Retreat. *Interval Research Trip Report*, Ferrara, Bologna, ITALY, 5/94.
- Naimark, M. (1994). Artclass, Universities of Paris. *Interval Research Trip Report*, Paris, FRANCE, 3/94.
- Naimark, M. (1993). Presence at the Interface: Sense of Place/Essence of Place. *Wide Angle, vol. 15, no. 4*.
- Naimark, M. (1993). Präsens bei Interface" (German), *Interface II Proceedings*, Verlag Hans-Bredow, Hamburg, GERMANY
- Naimark, M. (1993). Alan Lomax Meeting. *Interval Research Trip Report*, New York, 11/93.
- Naimark, M. (1993). ZKM MultiMediale 3. *Interval Research Trip Report*, Karlsruhe, GERMANY, 11/93.
- Naimark, M. (1993). UNESCO II. *Interval Research Trip Report*, Paris, FRANCE, 11/93.
- Naimark, M. (1993). Elk Update. *Interval Research Trip Report*, Banff, CANADA, 10/93.

- Naimark, M. (1993). Beaux-Arts Conference, *Interval Research Trip Report*, Paris, FRANCE, 6/93.
- Naimark, M. (1993). National Association of Broadcasters (NAB) Convention. *Interval Research Trip Report*, Las Vegas, 4/93.
- Naimark, M. (1993). UNESCO. *Interval Research Trip Report*, Paris, FRANCE, 2/93.
- Naimark, M. (1993). Interface II Conference. *Interval Research Trip Report*, Hamburg, GERMANY, 2/93.
- Naimark, M. (1992). Expo '92 Seville. *Presence*, vol. 1, no. 3.
- Robinett, W., Naimark, M. (1992). Artists Explore Virtual Reality: The Bioapparatus Residency at the Banff Centre for the Arts. *Presence*, vol. 1, no. 2.
- Naimark, M. (1992). Multimedia and Public Space. *Apple Multimedia Lab Technical Report*.
- Naimark, M. (1992). International Association of Amusement Parks and Attractions (IAAPA) Convention. *Interval Research Trip Report*, Dallas, 12/92.
- Naimark, M. (1992). CyberArts Conference. *Interval Research Trip Report*, Pasadena, 11/92.
- Naimark, M. (1992). Spy Stores. *Interval Research Trip Report*, New York, 11/92.
- Naimark, M. (1992). EXPO '92 Seville Report. *Movies of the Future Newsletter*, MIT Media Lab.
- Naimark, M. (1991). Elements of Realspace Imaging: a Proposed Taxonomy. *SPIE Proceedings*, Vol. 1457, San Jose.
- Naimark, M. (1991). Elements of Realspace Imaging: a Proposed Taxonomy. *First Moscow International Workshop on Human-Computer Interaction Proceedings*, International Centre for Scientific and Technical Information, Moscow, USSR.
- Naimark, M. (1991). Elements of Realspace Imaging. *Apple Multimedia Lab Technical Report*.
- Naimark, M. (1991). VBK - A Moviemap of Karlsruhe. *Tomorrow's Realities catalog*, Siggraph, Las Vegas.
- Naimark, M. (1991). EAT - A Virtual Dining Environment. *Tomorrow's Realities catalog*, Siggraph, Las Vegas.
- Naimark, M. (1991). Moviemap Basics. *MultiMediale II catalog*, Zentrum fur Kunst und Medientechnologie (ZKM), Karlsruhe, GERMANY.
- Naimark, M. (1991). Abstraction and Artifacts in Cyberspace: Getting Real (abstract). *The Second International Conference on Cyberspace*, Center for Cultural Studies, UC Santa Cruz.
- Naimark, M. (1991). Multimedia '91 Tokyo Report. *Movies of the Future Newsletter*, MIT Media Lab.
- Naimark, M. (1991). Moscow HCI Report. *Movies of the Future Newsletter*, MIT Media Lab.
- Naimark, M. (1991). Interactive Multimedia Developer's Forum Report. *Movies of the Future Newsletter*, MIT Media Lab.
- Naimark, M. (1991). Human Interface Technology Lab Opens. *Movies of the Future Newsletter*, MIT Media Lab.
- Naimark, M. (1990). Realness and Interactivity. In B. Laurel (Ed.), *The Art of Human Computer Interface Design*. NY: Addison Wesley.
- Naimark, M. (1990). Interface and New Interactive Systems Panel, B. Laurel (Chair). *Siggraph '90 Panel Proceedings*, Dallas.
- Naimark, M. (1989). The Question Machine. *Whole Earth Review*, no. 65.
- Naimark, M. (1989). Shooting for Interactivity (abstract). *SMPTE conference proceedings*, Los Angeles.
- Naimark, M. (1989). Media Glasses, Media Windows and Media Doors. *Kanagawa International Art and Science Exhibition catalog*, JAPAN.
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- Naimark, M. (1982). The Optical Videodisc and New Media Forms. *Video 80*, San Francisco International Video Festival.
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- Video**
- Naimark, M. (1997). Alan Lomax' Global Jukebox Project. Video (Producer). Interval Research Corporation for the Association for Cultural Equity, Hunter College, New York.
- Naimark, M. (1989). The Visual Almanac. Interactive Videodisc (Director of Production). Apple Multimedia Lab, San Francisco.
- Naimark, M. (1986). GTV. Interactive Videodisc (Director of Post Production). Apple Computer, Lucasfilm, National Geographic Society, San Francisco.
- Naimark, M. (1984). Siggraph '84 Timelapse. Video (Producer/Director), ACM Siggraph, Minneapolis.
- Naimark, M. (1984). Illustration Library Workstation. Video (Director). Atari Research for the National Geographic Society, Sunnyvale.

## Patents Allowed

Naimark, M., Bergman, A., Weil, E., Moresco, I., Faieta, B. (2016). Alerting users to items of current interest. US Patent 9317560 (from Kundi.com).

Naimark, M. (2013). Camera with precise visual indicator to subject when within camera view. US Patent 8531590 (via USC).

Naimark, M., Bergman, A., Weil, E., Moresco, I., Faieta, B. (2013). Alerting users to items of current interest. US Patent 8429244 (from Kundi.com).

Naimark, M., DeBerry, S., Moresco, I. (2012). Source-Based Alert When Streaming Media of Live Event on Computer Network is of Current Interest and Related Feedback. US Patent 8301731 (via USC).

Naimark, M. (2012). Seamlessly overlaying 2D images in 3D model. US Patent 8264504 (via USC).

Naimark, M. (2011). Seamlessly overlaying 2D images in 3D model. US Patent 8026929 (via USC).

Naimark, M., DeBerry, S., Moresco, I. (2011). Source-Based Alert When Streaming Media of Live Event on Computer Network is of Current Interest and Related Feedback. US Patent 7930420 (via USC).

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Naimark, M., Bergman, A., Weil, E., Moresco, I., Faieta, B. (2004). Normalizing a measure of the level of current interest of an item accessible via a network. US Patent 6721744 (from Kundi.com).

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Naimark, M., Adams, R.L., Alkire, R.D., Dohrmann, C., Gessel, D.J., Saunders, S.E. (2000). Input device for controlling a video display, incorporating content-based haptic feedback. US Patent 6075967 (from "See Banff" art project).

Naimark, M., Adams, R.L., Alkire, R.D., Dohrmann, C., Gessel, D.J., Saunders, S.E. (1998). Input device and method for interacting with motion pictures incorporating content-based haptic feedback. US Patent 5816823 (from "See Banff" art project).

Naimark, M., Felsenstein, L. (1997). Panoramic display with stationary display device and rotating support structure. US Patent 5601353 (from Be Now Here art project).

Naimark, M., Carson, K.M. (1993). Content addressable video system for image display. US Patent 5270694 (from Golden Gate art project).

Naimark, M., Carson, K.M. (1993). Content addressable video system for image display. US Patent 5189402 (from Golden Gate art project).

Naimark, M., Carson, K.M. (1989). Position-dependent interactivity system for image display. US Patent 4857902 (from Golden Gate art project).

## Patents Pending

Naimark, M., Ballard, C., Huang, G., Juvera Molina, M., Luo, B., Santiano, D., Zhao, A. (2019). Systems and Methods for Interpolative Three-dimensional Imaging within the Viewing Zone of a Display. China PCT and USPTO application.

Naimark, M., Bergman, A., Weil, E., Moresco, I., Faieta, B. (2014). Alerting users to items of current interest. US 20140046957 (from Kundi.com).

Naimark, M. Seamlessly overlaying 2D images in 3D model. US 20120044247 (via USC).

Naimark, M., DeBerry, S., Moresco, I. Source-Based Alert When Streaming Media of Live Event on Computer Network is of Current Interest and Related Feedback. US 20110167136(via USC).

Naimark, M. Camera with precise visual indicator to subject when within camera view. US 20110019073 (via USC).

Naimark, M., Carter W. B., Debevec P. E., Hoberman J. P., Jones A., Lamond B. J., Loyer E. C., Mattiolo G. Estimating Pose of Photographic Images in 3D Earth Models using Human Assistance. US 20090245691 (via USC).

Naimark, M., Bergman, A., Weil, E., Moresco, I., Faieta, B. (2004). Alerting users to items of current interest. US 20090198774(from Kundi.com).

Naimark, M., DeBerry, S., Moresco, I. Source-Based Alert When Streaming Media of Live Event on Computer Network is of Current Interest and Related Feedback. US 20080320159 (via USC).

Naimark, M. Seamless Image Integration Into 3D Models. US 20080024484 (via USC).

System, method, software arrangement and computer-accessible medium for providing audio and/or visual information. US 20060192852 (via NYU).

Naimark, M., Bergman, A., Weil, E., Moresco, I., Faieta, B. (2004). Alerting users to items of current interest. US 20040210555 (from Kundi.com).

## Exhibitions

### Collections

2000: American Museum of the Moving Image, Queens, NY (See Banff Kinetoscope)  
1997: Zentrum fur Kunst und Medientechnologie (ZKM), Karlsruhe, GERMANY (Karlsruhe Moviemap)  
1987: Exploratorium, San Francisco (Golden Gate Flyover)

### Solo Exhibitions

2005: Alyce de Roulet Williamson Gallery, Center College of Design, Pasadena (6 installations 1977-1997)  
2001: Presidio, SF International Film Festival and SF MOMA (Be Now Here)  
1995-6: Yerba Buena Center for the Arts, San Francisco (Be Now Here)  
1995: Berkeley Art Museum / Pacific Film Archive (See Banff Kinetoscope)  
1985-86: Madeleine Metro Station, Paris FRANCE (Paris VideoPlan)  
1984: Bruce Velick Gallery, San Francisco (Virtual Object Series)  
1984: San Francisco Museum of Modern Art (Displacements)  
1980: Center for Advanced Visual Studies (CAVS), MIT (Movie Room)  
1978: Dept of Architecture, MIT (Moving Movie Studies and Dome Projections)

### Group Exhibitions

2018-19: Art in Motion: 100 Masterpieces with and through Media, ZKM | Centre for Arts and Media, Karlsruhe GERMANY (Karlsruhe Moviemap 09)  
2012: Going Places, Computer History Museum, Mountain View, CA (See Banff cameras as artifacts)  
2009: Imaging Media, Zentrum fur Kunst und Medientechnologie (ZKM), Karlsruhe, GERMANY (Karlsruhe Moviemap 09)  
2008: Degrees of Immersion, Helen Lindhurst Gallery, USC Rosky School of Fine Arts (Be Now Here Triptych)  
2006: technoSpheres: FutureS of Thinking, Beall Center for Art and Technology, UC Irving (Fast Cheap GigaPixel Image)  
2006: Sensorium colloquium, USC (Fast Cheap GigaPixel Image)  
2005: The Art Formerly Known As New Media, Walter Phillips Gallery, Banff Centre, Banff, CANADA (See Banff)  
2004: Interactions/Art and Technology, American Museum of the Moving Image, New York (See Banff)  
2003: Future Cinema, Kiasma Museum of Contemporary Art, Helsinki, FINLAND (Be Now Here)  
2002-3: Future Cinema, Zentrum fur Kunst und Medientechnologie (ZKM), Karlsruhe, GERMANY (Be Now Here)  
2002: Navigate @ Art, Automobil Forum Unter den Linden, Berlin, GERMANY (Karlsruhe Moviemap)  
2001: ArtSale 2001, The Lab, San Francisco (sortitout.org)  
2000: ArtSale 2000, The Lab, San Francisco (Predictions)  
1998: Inventing Experience, The Tech Museum of Innovation, San Jose (See Banff and Be Now Here)  
1998: Exploding Cinema, International Film Festival, Rotterdam, NL (Be Now Here)  
1997: Art in the Anchorage, Creative Time, New York (Be Now Here)  
1997: Dallas Video Festival, Dallas Museum of Art (See Banff)  
1997: Best of Dallas Video Festival, LA Film Forum, Los Angeles (compilation video)  
1997: Finding the Fulcrum (Leonardo's 30th Anniversary Show), 111 Minna Gallery, San Francisco (Eyepiece)"  
1996: Digital Bayou, Siggraph '96, New Orleans (Be Now Here)  
1995: Interaction '95, International Academy of Media Arts and Sciences (IAMAS), Gifu, JAPAN (Karlsruhe Moviemap)  
1995: Old Glory, Santa Monica Museum of Art (No State)  
1994: Old Glory, Capp Street Project, San Francisco (No State)  
1994: International Symposium on Electronic Art (ISEA) 94, Museum of Contemporary Art, Helsinki, FINLAND (See Banff)  
1994: Mill Valley Film Festival (See Banff)  
1994: Walter Phillips Gallery, Banff Centre for the Arts, CANADA (See Banff)  
1994: Film Academy (w/ISEA), St. Petersburg, RUSSIA (Virtuality, Inc.)  
1993: Multimediale 3, Zentrum fur Kunst und Medientechnologie (ZKM), Karlsruhe, GERMANY (EVE project)  
1992: G-Tech Exhibit, Siggraph '92, Chicago (Field Recording Studies)  
1992: The Culture and Science of Finding Your Way, Exploratorium, San Francisco (Karlsruhe Moviemap)  
1992: Images du Futur '92, Montreal, CANADA (Karlsruhe Moviemap)  
1992: Triennale di Milano, ITALY (EAT and Karlsruhe Moviemap)  
1992: Futures Scenarios, ACM SigCHI Conference, Monterey (Virtuality, Inc.)  
1991: Tomorrow's Reality Gallery, Siggraph '91, Las Vegas (EAT and Karlsruhe Moviemap)  
1991: MultiMediale 2, Zentrum fur Kunst und Medientechnologie (ZKM), Karlsruhe, GERMANY (Karlsruhe Moviemap)  
1991: Art and Multimedia, Center for Advanced Visual Studies (CAVS), MIT (compilation video)  
1990: Cyberthon Conference, Point Foundation, San Francisco (EAT, Golden Gate Flyover, and Virtual Object Series)  
1990: Virtual Reality Panel, Siggraph '90, Dallas (Virtuality Inc.)  
1989: Mill Valley Film Festival (EAT)  
1989: San Francisco Art Institute (EAT)  
1989: Kanagawa International Art and Science Exhibition, JAPAN (Golden Gate Flyover)  
1989: Exploratorium at the World Financial Center, New York (Golden Gate Flyover)  
1988: Exploratorium at the Kennedy Center for the Performing Arts, Washington, DC (Golden Gate Flyover)  
1987: The Situated Image, Mandeville Art Gallery, UC San Diego (Computer Eyepiece)  
1986: Silicon Valley Electronic Arts Festival, Institute of Contemporary Art, San Jose (Computer Eyepiece)  
1986: American Association of Anthropology (AAA) annual conference, Philadelphia (compilation video)  
1986: Art New Vision '86, Nippon High Technology Arts Festival, Tokyo, JAPAN (compilation video)  
1985: US Pavilion, EXPO '85, Tsukuba, JAPAN (Siggraph Videodisc)  
1984: Ann Arbor Film Festival (Computer Eyepiece)



1984: The Artist As A Young Machine, Ontario Science Center, Toronto, CANADA (Computer Eyepiece)  
 1984: San Francisco International Video Festival (Computer Eyepiece)  
 1983: Siggraph '83 Artshow, Detroit (Computer Eyepiece)  
 1982: Palo Alto Film Festival (All My Worldly Things)  
 1981: SF Art Institute Film Festival (Eyepiece and Moving Movie)  
 1981: CenterVideo, American Center, Paris, FRANCE (Babies on the Subway)  
 1981: CenterVideo, Koelnischer Kunstverein, Cologne, Germany (Babies on the Subway)  
 1981: CenterVideo, Kunsthaus, Zurich, SWITZERLAND (Babies on the Subway)  
 1980: New York Avant Garde Festival (Eyepiece)  
 1980: Beyond Object, Aspen Art Museum (Moving Movie)  
 1980: Council for the Arts annual meeting, MIT (Talking Head)  
 1980: SF Art Institute Film Festival (All My Worldly Things)  
 1980: CenterScreen Series, Harvard University (All My Worldly Things)  
 1979: Ann Arbor Film Festival (All My Worldly Things)  
 1978: The Mall, Washington, DC (Centerbeam)  
 1977: Documenta 6, Kassel, GERMANY (Centerbeam)

### Invited Presentations

294 (06/22): Presenter, NYU Shanghai's Telewindow project, the International Symposium of Electronic Art (ISEA), Barcelona, SPAIN.  
 293 (05/22): Workshop, VR/AR Fundamentals, Gray Area Foundation for the Arts, San Francisco.

292 (12/21): Guest Critic, Inaugural MDes Showcase, UC Berkeley.  
 291 (06/21): Invited Speaker, Intro to VR/AR: Past, Present, Future, Shanghai Pudong Public Library, CHINA.  
 290 (06/21): Invited Presenter, Ben Wood Architect Studio, Shanghai, CHINA  
 289 (01/21): Online PhD seminar, SmartLab Academy, University College Dublin, IRELAND.

288 (09/20): Kickoff Speaker, "Being Where You're Not," Interactive Telecommunications Program (ITP), NYU.

287 (11/19): Community Forum Organizer, "The Role of the Arts in the Tech of Tomorrow," San Francisco Art Institute.  
 286 (07/19): "Bird of a Feather" Presenter, "TeleWindow: an NYU Shanghai Research Project," Siggraph, Los Angeles.  
 285 (05/19): Invited Speaker, "They're Different! VR Art Work at Google Silicon Valley and at NYU Shanghai," HFG Karlsruhe University of Arts and Design, Germany.  
 284 (05/19): Invited Speaker, "They're Different! VR Art Work at Google Silicon Valley and at NYU Shanghai," ZHDK Zurich University of the Arts, Switzerland.

283 (11/18): Invited Speaker, "NYU SHANGHAI Interactive Media Arts: VR Case Studies," Forum for Development of City Innovation System and Reform of Talent Training Mode, East China Normal University, Shanghai, China.  
 282 (10/18): Invited Speaker, "Subversion and Inheritance of VR Films and Television Production," 2018 World Conference on VR Industry, Nanchang, China.  
 281 (08/18): Invited Speaker, "Students Pushing Boundaries: VR Research during Development-Driven Times," Shanghai Design Week, China.  
 280 (06/18): Invited Speaker, "VR dot edu: Some Notes on the Role of Academia during a Frenzy," NYU Abu Dhabi.

279 (12/17): Salon Keynote, "The Future of VR," Global Cre8 Summit, Shenzhen, China.  
 278 (09/17): Faculty Lunch Speaker Series, "VR / AR: When's the Gold? (And Where's the Art?)," NYU Shanghai, China  
 277 (05/17): Opening Keynote, "Besides the Screen: VR, Volumetric Cinema, and Space Control", Vitoria, Brazil.  
 276 (04/17): Opening Keynote, "Collisions: VR, Immersive Art, and Technology", The 14th Factory / VRLA, Los Angeles.

275 (12/16): Visiting Instructor, "Virtual Reality for Artists", Objectifs Centre for Photography and Film, Singapore.  
 274 (12/16): Opening Keynote, "The Digital in Cultural Spaces", National Museum of Singapore  
 273 (10/16): Invited Speaker, Digital Futures program, Ontario College of Art and Design, Toronto  
 272 (10/16): Opening Keynote, First Virtual Reality Creative Doc Lab, Canadian Film Centre, Toronto  
 271 (10/16): Opening Keynote, "Weird Reality: New and Independent Visions for Head-Mounted Art and Code," CMU  
 270 (09/16): Invited Speaker, "Technologies of Presence" class of Scott Fisher, USC School of Cinematic Arts  
 269 (09/16): Invited Speaker, "Social Media / Social Movements" class of David E. Harris, UC Berkeley School of Business  
 268 (02/16): Invited Speaker, "Cameras, Interactivity, and VR", NYU Interactive Telecommunications Program

267 (09/15): Panel Chair, Virtual Reality's Creative Landscape," Hacking Arts 2015, MIT Media Lab  
 266 (09/15): Invited Speaker, "Thereness: On Place and Virtual Reality," Designers & Geeks, San Francisco  
 265 (06/15): Invited Speaker, "Art & Invention", Livingroom Light Exchange, San Francisco  
 264 (05/15): Invited Speaker, "Art & Invention", Gray Area Art Festival, San Francisco  
 263 (04/15): Invited Critiquer, Art and Design class of Camille Utterback, Stanford University  
 262 (04/15): Invited Speaker, Film class of James J. McKee, San Francisco Art Institute  
 261 (02/15): Invited Speaker, "Stereo Pano Ciné", Friday Tech Talk (first ever), Jaunt VR, Palo Alto

260 (11/14): Invited Speaker, ("Art & Invention") Convergence: Intl Summit on Art+Technology, Banff Centre, Canada  
 259 (11/14): Invited Speaker, "VR Form & Content", Douglas Trumbull Studios, Berkshire Hills, MA  
 258 (11/14): Invited Speaker, "Art & Invention", Bennington College, VT  
 257 (11/14): Invited Speaker, "VR Form & Content", Runway / Twitter, San Francisco  
 256 (11/14): Invited Speaker, "VR Form & Content", NewInc / New Museum, NY  
 255 (11/14): Invited Speaker, "Art & Invention", Interactive Telecommunications Program, NYU  
 254 (11/14): Invited Speaker, "VR Form & Content", Edwin Schlossberg Interactive, NY  
 253 (11/14): Invited Speaker, "Art & Invention", The New School, NY

252 (11/14): Invited Speaker, ("VR Form & Content"), Entertainment Technology Center, USC Cinema  
251 (10/14): Invited Speaker, "Art & Invention", Arts and Technology Program, UT Dallas  
250 (10/14): Invited Speaker, ("Thereness") "Image as Location" conference, UC Berkeley  
249 (10/14): Invited Speaker, "Art & Invention", Stamps School of Art and Design, UMich Ann Arbor  
248 (05/14): Keynote, First International Symposium on Immersive Creativity, SAT, Montreal  
247 (04/14): Invited Speaker, "Cycloramas Re-Imagined", Institute for Creative Technology, USC  
246 (01/14): Invited Speaker, Environmental Visions Symposium, Nanyang Technological University, Singapore

245 (09/13): Opening remarks ("I used to think patents were cool.") Patent Pending art exhibition, Zero1 Garage, SJ  
244 (06/13): Opening Keynote, ISEA 2013, 19th International Symposium on Electronic Art, June 11, Sydney  
243 (06/13): Master Class, X Media Lab, College of Fine Arts, UNSW, Sydney  
242 (06/13): Keynote, "Defusing Glass: Google's Critical Mission", X MediaLab, Museum of Contemporary Art, Sydney  
241 (06/13): Seminar, LaSalle College of Art, Singapore  
240 (06/13): Seminar, Arts and Creativity Lab, National University, Singapore  
239 (05/13): Seminar, "Three 'Slow' Global Media Projects", Creative Media Centre, City University, Hong Kong  
238 (05/13): Invited Speaker, "Truth, Beauty, Freedom, and Money" art exhibition, K11, Shanghai, China  
237 (04/13): Invited Speaker, Design Week, American University Sharjah, UAE

236 (06/12): Keynote, XMediaLab Global Media Ideas, Sydney Opera House  
235 (06/12): Panelist, "Unreal Labs and Awesome Projects," Vivid Sydney, Sydney Museum of Contemporary Art  
234 (02/12): Invited Speaker, "Mediated Environments" class, The New School (via video)

233 (06/11): Invited Speaker, "Representing Earth", ITP Camp II, NYU  
232 (05/11): Invited Speaker, "Place Representation and the 'One Earth' Model", Media Lab, MIT  
231 (03/11): Presenter, "Art as a Way of Knowing" conference, NSF and Exploratorium, San Francisco  
230 (02/11): Invited Speaker, "Mediated Environments" class, The New School (via video)

229 (11/10): Co-Host, "Movie Tagger" Salon, USC  
228 (06/10): Invited Speaker, "Representing Earth", ITP Camp, NYU  
227 (04/10): Keynote, Annual Research Conference, University for the Creative Arts, London, UK  
226 (03/10): Poster and short presentation, "True Tally", International Conference on Computational Photography, MIT  
225 (03/10): Invited Speaker, "Representing Earth", Stanford HCI Seminar, Stanford University  
224 (02/10): Invited Speaker, "Mediated Environments" class, The New School (via video)

223 (03/09): Invited Speaker, "Just Like Being There?", University of Montreal, CANADA  
222 (01/09): Panelist, "The Big Picture," Netherlands Architecture Inst. & Intl. Film Festival Rotterdam, NETHERLANDS

221 (10/08): Opening Speaker, Second International conference on image science, Danube University, Krems, AUSTRIA  
220 (06/08): Participant, "Conversations on authors, institutions and ties between the two", Kitchen Budapest, HUNGARY  
219 (04/08): "Viewfinder: How to Seamlessly "Flickrize" Google Earth", Google Tech Talk  
218 (02/08): Immersion and It's Applications: 360 Degrass of Difference, Vision and Voices panel, USC

217 (09/07): Keynote, "Media aRt&D", xMediaLab Workshop, Singapore  
216 (08/07): Panel Chair, "Artists have changed," for Leonardo journal, Siggraph, San Diego  
215 (05/07): "The 'I' in CHI" panel, Computer/Human Interaction (CHI) Conference, San Jose

214 (10/06): Opening Seminar for the Art and Technology Planning Group, NYU  
213 (09/06): PICNIC '06 Cross Media Week, Amsterdam, NETHERLANDS  
212 (08/06): Third Annual Seminar in Experimental Critical Theory, UC Irving  
211 (07/06): Institute for Creative Technology, USC  
210 (06/06): Big Picture Summit, National Geographic Society, Washington, DC  
209 (05/06): Department of Design | Media, UCLA  
208 (03/06): School of Art, USC

207 (10/05): Frontiers in Optics, the 89th Annual Meeting of the Optical Society of America, Tucson  
206 (10/05): REFRESH! First International Conference on Media Arts, Science, and Technology, Banff Centre, CANADA  
205 (9/05): School of Fine Arts, San Francisco State University  
204 (4/05): IMC Expo, Chelsea Art Museum, New York  
203 (2/05): Vision Group, California Institute of Technology, Pasadena  
202 (2/05): Design Dialogues, Media Design Program, Art Center College of Design, Pasadena

201 (12/04): EALA Presents, Electronic Arts, Marina del Ray  
200 (12/04): Big Picture Summit, Interactive Telecommunications Program, NYU  
199 (11/04): Interactive Media Division Forum, USC  
198 (11/04): 12th International Panorama Conference, Hunter College, New York  
197 (11/04): Art, Science, Technology Forum for National Science Week, Gijón, SPAIN  
196 (11/04): Institute for Creative Technologies, USC  
195 (09/04): Ars Electronica, Linz, AUSTRIA  
194 (08/04): Siggraph '04, Los Angeles  
193 (07/04): First International Conference on Design Computing and Cognition (DCC '04) Workshop, MIT  
192 (05/04): Digital Avant-Garde, Celebrating 25 Years of Ars Electronica, Austrian Cultural Forum, New York  
191 (02/04): Dolphin Cognition Workshop, Wildlife Conservation Society, NYC Zoo, New York  
190 (01/04): Interactive Media Division, USC School of Cinema-Television Visiting Speaker Series

189 (11/03): Role of the Arts in a Research University (open mic statement to the Presidents of NYU and Columbia), NYU  
188 (11/03): National Art and Technology Network meeting, Arizona State University, Tempe

187 (10/03): Intro Class, Interactive Telecommunications Program (ITP), NYU  
 186 (06/03): ZeroOne Foundation, Palo Alto  
 185 (06/03): Intel Research Invited Seminar Speaker Series, Berkeley  
 184 (04/03): Exploratorium, San Francisco  
 183 (04/03): Friday Seminar Series, Interactive Telecommunications Program (ITP), NYU  
 182 (02/03): TTI Vanguard Conference, San Jose  
 180 (01/03): Dublin Arts and Technology Association (DATA), Dublin, IRELAND  
  
 179 (10/02): Computer Art Department, School of the Visual Arts (SVA), New York  
 178 (10/02): Intro Class, Interactive Telecommunications Program (ITP), NYU  
 177 (10/02): Future Cameras, Computer Science Department, NYU  
 176 (04/02): Art, Technology, and Culture Colloquium, UC Berkeley  
 175 (04/02): Numer.02 Interactive Design Conference, Centre Pompidou, Paris, FRANCE  
 174 (04/02): Media Lab Europe, Dublin, IRELAND  
 173 (04/02): Digital Arts Symposium, College of Fine Arts and Center for Consciousness Studies, U Arizona, Tucson  
 172 (01/02): InterMediun Institute, Osaka, JAPAN  
  
 171 (12/01): DoCoMo House, Keio University, Tokyo, JAPAN  
 170 (11/01): Ways of Working Seminar, Arts Council of England, London, UK  
 169 (11/01): Future of Creativity Symposium Discussant, AAC / School of the Art Institute, Chicago  
 168 (10/01): Embedding Media in Culture Panel, Interaction '01, IAMAS, Gifu, JAPAN  
 167 (10/01): International Academy of Media Arts and Sciences, Gifu, JAPAN  
 166 (06/01): Bridges Symposium, USC / Banff Centre, Los Angeles  
 165 (02/01): Center for Digital Media, SF Art Institute  
  
 164 (11/00): Art Frontiers: Partners in Art and Industry Symposium, Ground Zero / The Kitchen, Menlo Park, CA  
 163 (10/00): Arts Panel, First MIT Media Lab Reunion  
 162 (10/00): Looking at San Francisco Panel, "Really Wired" exhibition, New Langton Arts, San Francisco  
 161 (10/00): Master Viewpoints Presentation, Edgewise Conference, New York  
 160 (05/00): Green Interfaces Panel, Planetnetwork Conference, Presidio, San Francisco  
 159 (05/00): Bernard Q. Nietschmann Memorial, Faculty Club, UC Berkeley  
 158 (05/00): Center for Interactive Art, SFSU  
 157 (04/00): Digital Work and Play Symposium, Mission College, Santa Clara  
 156 (03/00): At What Stage Art and Technology Symposium, The Kitchen, New York  
 155 (03/00): Design Department, UCLA  
 154 (02/00): Art Dept, Mills College, Oakland  
 153 (02/00): New Media: Where To Now? Panel, The Lab, San Francisco  
 152 (02/00): Computer Science Department, UNC, Chapel Hill  
  
 151 (06/99): Design Digital Theme, International Design Conference, Aspen  
 150 (04/99): Lannan Foundation, Geography Dept, UC Berkeley  
 149 (03/99): Arts Dedication Ceremony, The Tech Museum of Innovation, San Jose  
  
 148 (11/98): Artists and Technologists Working Together Panel, ACM UIST Conference, San Francisco  
 147 (11/98): Ecole des Beaux Arts Aix en Provence, FRANCE  
 146 (11/98): VSMM '98, Gifu, JAPAN  
 145 (09/98): Center for Advanced Visual Studies (CAVS) Series, MIT  
 144 (05/98): Virtual Museums on the Internet Symposium, Salzburg, AUSTRIA  
 143 (04/98): Scripted Spaces Conference, Art Center, Pasadena  
 142 (03/98): Design Department, UCLA  
 141 (02/98): Spatial and Collaborative Cinema Panel, International Film Festival, Rotterdam, NL  
  
 140 (12/97): Conceptual Design/Information Arts Dept, SFSU  
 139 (11/97): Global Jukebox presentation, ITP, NYU  
 138 (10/97): Art Dept, UC Santa Barbara  
 137 (10/97): Multimedia Series, Santa Barbara Community College  
 136 (10/97): Art Dept, Art Center, Pasadena  
 135 (10/97): Virtual Worlds Beyond the Screen Lecture Series, SF MOMA  
 134 (09/97): Telepresence Panel, International Symposium of Electronic Art (ISEA), Chicago  
 133 (08/97): Multimedia Studies Program, SFSU  
 132 (07/97): Consciousness Reframed Conference, CAiiA, University of Wales, Newport, WALES  
 131 (06/97): Multimedia Summit, Banff Centre for the Arts, CANADA  
 130 (02/97): Stereoscopic Displays and Applications, SPIE, San Jose  
 129 (02/97): Fleming Fund Dinner Series, Villa Montalvo, Saratoga, CA  
 128 (02/97): New Genres Dept, SF Art Institute  
 127 (02/97): Computer-Related Design Dept, Royal College of Art, London, UK  
  
 126 (11/96): Visual Research Conference (SVA), American Anthropological Assn Annual Meetings, San Francisco  
 125 (09/96): Digitale '96, Media Academy, Cologne, GERMANY  
 124 (05/96): Art@Science Symposium, Advanced Telecommunications Research (ATR), Nara, JAPAN  
 123 (05/96): International Academy of Media Arts and Sciences (IAMAS), Gifu, JAPAN  
 122 (05/96): Center for Design Research, Stanford University  
 121 (04/96): Arts Dept, UC Santa Cruz  
 120 (02/96): Governor's Conference on the Arts, Los Angeles  
 119 (01/96): Urban Site Panel, Yerba Buena Center for the Arts, San Francisco

118 (11/95): Geography Dept, UC Berkeley  
 117 (11/95): Seminar on Cinema Research, Directors Guild/American Museum of the Moving Image, Queens, NY  
 116 (08/95): Museums of the Future Panel, Siggraph 95, Los Angeles  
 115 (05/95): Oksnoen 95 Symposium on "Presence," Oksnoen, NORWAY  
  
 114 (11/94): NewMediaLogia Symposium, Moscow, RUSSIA  
 113 (10/94): Artists in Multimedia Panel, ACM Multimedia Symposium, San Francisco  
 112 (08/94): Film Academy (in conjunction with ISEA '94), St. Petersburg, RUSSIA  
 111 (06/94): Virtual Café (via picturephone), McLuhan Program, U Toronto, CANADA  
 110 (05/94): Museum of the Future Symposium, University of Ferrara/UC Berkeley, Bologna, ITALY  
 109 (05/94): Art and Virtual Environments Symposium / Cyberconf 4, Banff Centre, CANADA  
 108 (04/94): Center for Digital Multimedia, NYU  
 107 (03/94): Espace Electra, U Paris 1+8 Joint Series, Paris, FRANCE  
  
 106 (11/93): Explorations in New Realities, Dallas Video Festival, Dallas Museum of Art  
 105 (05/93): Cyberspace 3 Conference, Austin  
 104 (05/93): Beaux-Arts, Paris, FRANCE  
 103 (03/93): Dept of Architecture, UC Berkeley  
 102 (03/93): Art Talk, Xerox PARC, Palo Alto  
 101 (02/93): Interface II Conference, Hamburg, GERMANY  
 100 (02/93): College of Arts and Sciences, USF  
  
 99 (11/92): Human Computer Interaction Seminar, Stanford University  
 98 (11/92): Navigation Series, Exploratorium, San Francisco  
 97 (10/92): CyberArts Conference, Pasadena  
 96 (09/92): Center for Creative Imaging, Camden, ME  
 95 (06/92): Virtual Travel Panel, Travel and Tourism Research Association (TTRA) Annual Conference, Minneapolis  
 94 (06/92): VR and Art Panel, YLEM, Exploratorium, San Francisco  
 93 (05/92): Design for Conversations Seminar for duPont, Pangaro Inc., Boston  
 92 (01/92): Artistic Experimentation with Multimedia Panel, MacWorld EXPO, San Francisco  
  
 91 (11/91): Bioapparatus Residency, Banff Centre, CANADA  
 90 (10/91): Bits of Art series, School of Art, University of Cincinnati  
 89 (10/91): Pioneer LDC, Tokyo, JAPAN  
 88 (10/91): Art and Multimedia panel, International Conference on Multimedia '91, Tokyo, JAPAN  
 87 (10/91): Savannah College of Art and Design  
 86 (10/91): Center for Electronic Art, San Francisco  
 85 (08/91): First Moscow International Workshop on Human-Computer Interaction, Moscow, USSR  
 84 (08/91): Virtual Reality Summer Seminar, SF Art Institute  
 83 (06/91): Center for Electronic Art, San Francisco  
 82 (05/91): MultiMediale 2, ZKM, Karlsruhe, GERMANY  
 81 (04/91): Cyberspace II Conference, Santa Cruz  
 80 (03/91): ITVA panel, San Francisco  
 79 (03/91): IBM (DPS Project), Los Angeles  
 78 (02/91): Center for Electronic Art, San Francisco  
  
 77 (12/90): Interactive Multimedia Association Developer's Forum, Scottsdale, AR  
 76 (10/90): Cyberthon Conference, San Francisco  
 75 (10/90): Center for Electronic Art, San Francisco  
 74 (08/90): Interface Panel, Siggraph '90, Dallas  
 73 (08/90): Center for Electronic Art, San Francisco  
 72 (07/90): Multimedia '90 Conference, Hakone, JAPAN  
 71 (07/90): Center for Electronic Art, San Francisco  
 70 (04/90): Gender and Cultural Bias Panel, Computer Games Developer's Conference, San Jose  
 69 (03/90): Whittle Communications, Knoxville  
 68 (03/90): Pacific Film Archive, UC Berkeley  
 67 (02/90): Conceptual Design Dept, SFSU  
  
 66 (12/89): Whittle Communications, Chicago  
 65 (12/89): St Louis Zoo  
 64 (11/89): US International Cultural and Trade Center Commission, Washington DC  
 63 (11/89): Lucasfilm/Apple Umbrella (LUAU) talk, Headlands Center for the Arts, Marin Headlands, CA  
 62 (11/89): Art Dept, SFSU  
 61 (10/89): Autodesk Corporation, Sausalito  
 60 (10/89): Society of Motion Picture and Television Engineers (SMPTE) Conference, Los Angeles  
 59 (10/89): Avenues Toward Artificial Reality Panel, Intertainment '89 conference, New York  
 58 (09/89): Film Dept, SF Art Institute  
 57 (02/89): American Society of Magazine Photographers, San Francisco  
 56 (02/89): Developing Interactive Video Workshop, Aspen Institute, Wye Woods, MD  
  
 55 (11/88): Apple Developer's Conference, Cupertino  
 54 (10/88): Production Issues Panel, Intertainment '88 Conference, New York  
 53 (08/88): Museum of Science and Industry, Chicago  
 52 (08/88): Multi Image Association, Phoenix  
 51 (07/88): Open School, Apple Vivarium Project, Los Angeles  
 50 (06/88): Fluid Media Conference, Apple Computer, Cupertino

49 (05/88): Beyond CAD Symposium, American Institute of Architects, San Francisco  
48 (02/88): Multimedia Authoring Panel, Microsoft Third International CD-ROM conference, Seattle

47 (12/87): Lotus Development Corporation, Cambridge  
46 (10/87): Mattel Inc., Hawthorne, CA  
45 (09/87): Interactive Video for Museums Workshop, Boston Museum of Science  
44 (07/87): Society of Motion Picture and Television Engineers (SMPTE), San Francisco Chapter  
43 (06/87): High Technology Media Panel, American Association of Museums Annual Conference, San Francisco  
42 (06/87): Emerging Media Landscape Conference, Diaquest Corporation, Berkeley  
41 (05/87): HOK Associates, St Louis  
40 (03/87): Athens International Video Festival, Athens, OH

39 (10/86): Microsoft Corporation  
38 (10/86): Advanced Decision Systems, Santa Clara  
37 (07/86): Summer Arts '86 Conference, Cal State University, San Luis Obispo  
36 (06/86): School of Medicine, Stanford University  
35 (05/86): Panavision, Tarzana, CA  
34 (03/86): Film/Video Program, Univ of Michigan

33 (12/85): Film/Video Dept, Cal Arts  
32 (12/85): Interactive Videodisc Consortium, San Francisco  
31 (11/85): California Academy of Science, San Francisco  
30 (10/85): MIT Media Lab  
29 (04/85): Dept of Geography, UC Berkeley  
28 (03/85): International Interactive Communications Society (IICS), San Francisco Chapter  
27 (02/85): Centre Mondial, Paris, FRANCE  
26 (02/85): Ecole National Superior des Art Decoratif, Paris, FRANCE  
25 (02/85): Mirror Systems, Cambridge

24 (11/84): First Annual Hacker's Conference, Marin Headlands, CA  
23 (06/84): 4th grade class, South Elementary School, Hingham, MA  
22 (04/84): Renan Productions, Los Angeles  
21 (03/84): Dept of Education, University of Michigan  
20 (02/84): Friends of the Earth, San Francisco  
19 (01/84): SPIE Conference, Los Angeles  
18 (01/84): Videodisc Workshop, Bay Area Video Coalition (BAVC), San Francisco

17 (01/83): Warner Brothers Records, Los Angeles

16 (12/82): Bank of America, San Francisco  
15 (07/82): World Future Society Fourth General Assembly, Washington DC  
14 (06/82): International Television Association (ITVA), Houston chapter  
13 (04/82): AEC Seminar, Engineering News-Record, Denver  
12 (04/82): AEC Seminar, Engineering News-Record, Houston  
11 (03/82): Landor Associates, San Francisco  
10 (03/82): Math Imagery Conference, UC Santa Cruz  
9 (02/82): New Directions/New Dimensions Showcase, Diaquest Corporation, Berkeley

8 (12/81): Office of the President, National Geographic Society, Washington DC  
7 (10/81): Graphics Gathering, Stanford University  
6 (09/81): Video Department, California College of Arts and Crafts, Oakland  
5 (08/81): Still-Frame and Optical Transfer, Summer Session on Interactive Videodiscs, MIT  
4 (08/81): Videodisc Cinematography, Summer Session on Interactive Videodiscs, MIT  
3 (05/81): WED Enterprises (Disney Research), Glendale, CA

2 (03/80): Center for Advanced Visual Studies, MIT  
1 (01/80): Art and Perception Conference, Dept of Psychology, MIT