

DATE: January 25, 2021

CURRICULUM VITAE

D. FOX HARRELL

TITLE Professor of Digital Media & Artificial Intelligence
Director, MIT Center for Advanced Virtuality

ACADEMIC UNITS Comparative Media Studies Program
Computer Science and Artificial Intelligence Laboratory

INSITUTION Massachusetts Institute of Technology

EDUCATION

DATE	DEGREE	MAJOR	INSTITUTION
2007	Ph.D.	Computer Science and Cognitive Science	University of California, San Diego; Department of Computer Science and Engineering
2000	M.P.S.	Interactive Telecommunications	New York University; Tisch School of the Arts
1998	B.F.A.	Art (Electronic and Time-based Media)	Carnegie Mellon University (with University and College Honors; Phi Beta Kappa)
1998	B.S.	Logic and Computation (Artificial Intelligence)	Carnegie Mellon University (with University and College Honors; Phi Beta Kappa; Computer Science Minor)

TITLE OF DOCTORAL THESIS: Theory and Technology for Computational Narrative: An Approach to Generative and Interactive Narrative with Bases in Algebraic Semiotics and Cognitive Linguistics

GRANTS, FELLOWSHIPS AND HONORS

2020 DSTA Grant, “Computationally-Supported Roleplaying for Social Perspective Taking,” \$930,000/3 years

2020 MIT J-WEL Grants in Higher Education Innovation, “Teaching Media Literacy in the Age of Deepfakes,” 1 year/\$39,998

- 2020 MIT J-WEL Grants in pk-12 Education Innovation, “Scaling a Virtual Reality (VR) PK-12 Anti-Bias Intervention,” 1 Year/\$37,733.00 dollars
- 2019 NCSOFT Grant, “Project VISIBLE (Virtuality for Immersive Socially Impactful Behavioral Learning Enhancement),” \$150,000/2 Years
- 2019 Microsoft Research and Universal Hip Hop Museum, “Breakbeat Narratives” Interactive, AI-Driven Hip Hop History Project, \$75,000/1 Year
- 2019 J-WEL PK-12 Grant, “Virtual Reality (VR) for PK-12 Anti-Bias Education,” \$45,000/1 Year
- 2019 SHASS Research Fund, “Reflection at Scale with Online Learning Systems (Combatting Sexism in the Workplace),” \$10,000/6 Months
- 2018-2019 Canadian Institute for Advanced Research (CIFAR), “AI & Society Workshop: Indigenous Protocol and AI,” Team: Jason Edward Lewis, Concordia University; Angie Abdilla, Old Ways. New Indigenous Knowledge Consulting, Australia; ‘Ōiwi Parker Jones, Oxford University, United Kingdom; D. Fox Harrell, MIT. \$79,000/1 Year
- 2018-2019 J-WEL Grants in Workplace Learning Innovation, “A Framework for Self-Reflection in Massive Online Workplace Learning Systems,” \$35,000/7 Months
- 2018-2019 National Science Foundation I-Corps Grant (National Program), “EAGER: A Social Platform that Models User Identity Via Interactive Stories,” \$50,000/1 Year
- 2018-2019 J-WEL Grants in Workplace Learning Innovation, “Interactive Narrative for Reflective Engagement,” \$35,000/4.5 Months
- 2018 MIT/VMS I-Corps Program, “A Social Identity Modeling and Gaming Platform,” \$1500/3 Months
- 2015-2018 National Science Foundation STEM+Computing Grant, “Toward Using Virtual Identities in Computer Science Learning for Broadening Participation,” \$599,941/3 Years
- 2015-2018 Qatar Computing Research Institute – Computer Science and Artificial Intelligence Laboratory (QCRI-CSAIL) Alliance, “Understanding and Developing for Cultural Identities Across Platforms: Value-Driven Design Principles and Best Practices in a Qatari Context,” \$750,000/3 Years
- 2015 MIT Center for Art, Science, and Technology (CAST) Visiting Artist Grant to host Karim Ben-Khelifa, \$30,000/1 Year

DATE: January 25, 2021

- 2014-2015 Fellowship at the Center for Advanced Study in the Behavioral Sciences (CASBS) at Stanford
- 2014-2015 Lenore Annenberg and Wallis Annenberg Fellowship in Communication (in support of Stanford fellowship)
- 2010-2015 National Science Foundation (NSF) CAREER Award, "CAREER: Computing for Advanced Identity Representation," \$535,062/5 Years, Awarded 1/2010
- 2013-2014 Hong Kong Research Grants Council (RGC), "A Cognitive Science Based Evaluation Study of Affective and Imaginative User Experiences with Interactive Media," \$380,000 HKD (Co-Investigator)
- 2010-2011 National Science Foundation Workshop Grant, Principle Investigator, NSF/NEA Workshop: Identifying Synergies and Fostering Collaborations in a Joint Workshop of the National Science Foundation and the National Endowment for the Arts, Principal Investigator and Executive Committee Member, \$50,000/1 Year, Awarded 8/2010
- 2010-2011 National Endowment for the Humanities: Digital Humanities Start-Up Grant, "Gesture, Rhetoric, and Digital Storytelling," \$24,999/1 year, Awarded 3/2010
- 2013 ARTFORUM Top Ten List, featured in the international fine arts periodical
- 2010 *World's Festival on Black Art and Culture*, featured in exhibition on Scientists and Technologists. December 10-31, 2010. Dakar, Senegal.
- 2006 UCSD UJIMA Network Award for Outstanding Academic Excellence
- 2006 Ford Foundation Dissertation Fellowship
- 2003 National Science Foundation (NSF) Graduate Research Fellowship
- 2003 Ford Foundation Predoctoral Fellowship (declined due to NSF Fellowship)
- 2002 NSF AGEP/MASEM Fellowship
- 2001 UCSD Eugene Cota-Robles Fellowship
- 1999 Grand Prize and Best Mixed Media for the Web for *The Ruth Truth*, Shockwave.com World Animation Competition (as Interaction Producer)
- 1998 Jacob K. Javits Fellowship, U.S. Department of Education

- 1998 Samuel Rosenberg Senior Award for highest achievement in art, Carnegie Mellon University
- 1997 John L. Porter Junior Award for highest achievement in art, Carnegie Mellon University
- 1996 Eisner Awards Competition for Video Art (honorable mention), Pacific Film Archive of the University Art Museum in Berkeley
- 1993 Carnegie Mellon University Merit Scholarship for full tuition

PATENT

U.S. Patent No. 10213689, METHOD AND SYSTEM MODELING SOCIAL IDENTITY IN DIGITAL MEDIA WITH DYNAMIC GROUP MEMBERSHIP

PROFESSIONAL EXPERIENCE

ACADEMIC POSITIONS

- 2017 Professor of Digital Media and Artificial Intelligence, Comparative Media Studies Program, Computer Science and Artificial Intelligence Laboratory, MIT
- 2013-2017 Associate Professor of Digital Media (with tenure), Comparative Media Studies Program, Computer Science and Artificial Intelligence Laboratory, MIT
- 2010-2013 Associate Professor of Digital Media, Comparative Media Studies Program, Program in Writing and Humanistic Studies, Computer Science and Artificial Intelligence Laboratory, MIT
- 2007-2010 Assistant Professor, Digital Media Program, School of Literature, Communication and Culture; Faculty member, Graphics, Visualization, and Usability Center, Georgia Institute of Technology
- 2007, Spring Visiting Assistant Professor, Digital Media Program, School of Literature, Communication, and Culture, Georgia Institute of Technology

NON-ACADEMIC POSITIONS

- 2000-2001 Game Developer, Playlink, Inc., New York City
- 1999 Interactive TV Producer, Oxygen Media, Inc., New York City

DATE: January 25, 2021

SEMINARS, COLLOQUIA, ETC.

- 2020 “Artificial Intelligence & Ethics,” moderator, STS Speaker Series, with Stephanie Dick, Paul Dourish, and Safiya Noble. Cambridge, MA. November 16.
- 2020 “My Journey and Our Recent Work in Art+STEM,” keynote speaker, with Lieutenant Governor Karyn Polito, Inspire STEM Together 2020, Boston Public Schools (STEM Week). Cambridge, MA. October 19.
- 2020 “Writing Success Grant Proposals in STEM,” panelist Ford Foundation Fellows Conference. Cambridge, MA. October 8.
- 2020 “Virtuality, Narrative, and the Avatar Dream,” keynote speaker, NewImages Festival. Paris, France (online). September 23.
- 2020 “Reflections on the Avatar Dream,” keynote speaker, Gray Area Festival, San Francisco, CA (online). September 23.
- 2020 “Life is a Freestyle: Conversation with Professor D. Fox Harrell,” Society of Spoken Arts, Freestyle Friday. Instagram Live. August 7.
- 2020 “A Discussion of Race and Equity,” panelist, MIT Open Learning, with Sanjay Sarma, Michel DeGraf, and Alyce Johnson. Cambridge, MA. July 16.
- 2020 “Virtuality and Social Impact,” invited speaker, MIT AI Conference. Cambridge, MA. July 15.
- 2020 “Curatorial Strategies for Art and Cultural Exhibition,” Featured expert speaker and co-convener, with leaders at, Museum of the Moving Image, Brooklyn Academy of Music, Museum of Modern Art (MOMA), Lincoln Center, Park Avenue Armory, The Schomburg Center for Research in Black Culture, National Black Theater, Tribeca Film Festival, Universal Hip Hop Museum (UHHM), Crystal Bridges Museum of American Art, MIT Museum. Online. May 8.
- 2020 “NOIR Initiative: Narrative, Orality, and Improvisation Research Outcomes,” keynote talk, Planet Deep South Conference: Digital Humanities, Speculative Cultural Productions, and Africanisms in the American and Global South. Atlanta, GA. February 20.
- 2020 “The MIT Virtuality Approach,” opening keynote talk, VR/AR Reality Hack (Hackathon). Cambridge, MA. January 16.

- 2019 “Impacts of the MIT Center for Advanced Virtuality,” invited speaker. Cambridge, MA. December 9.
- 2019 “The Future of AR/VR/MR,” invited speaker. Crystal Bridges Museum, Bentonville, AR. November 17.
- 2019 “Future Imagination Summit,” invited speaker. New York City, NY. November 8.
- 2019 “Virtual Reality to Support PK-12 Anti-Bias Education (+ VR Workshop),” invited speaker. Cambridge, MA. October 29.
- 2019 “MIT Virtuality,” invited speaker. Cambridge, MA. October 24.
- 2019 “For the Ford Foundation: Writing Success Grant Proposals,” invited speaker. San Juan, PR. October 5.
- 2019 “Frontiers of Virtuality,” invited speaker. MIT Corporation Partners Program, Cambridge, MA. October 4.
- 2019 “Virtuality, Storytelling, and Self,” invited speaker. Cambridge, MA. September 30.
- 2019 “Vision and Aspirations for the MIT Schwarzman College of Computing (with Provost Marty Schmidt),” invited speaker. Cambridge, MA. September 26.
- 2019 “Advanced Technologies for a More Inclusive World (MIT Solve),” invited speaker. New York City, NY. September 22.
- 2019 “Virtuality and Social Impact,” invited speaker. Harwich, MA. June 17.
- 2019 “Embodiment/Virtuality: The Roles of Virtual and Physical Bodies,” invited speaker. Vienna, Austria. May 11.
- 2019 “Speculative Fiction /Non-Fiction: Exploring the Potential for Social Impact (panel),” panelist. Vienna, Austria. May 10.
- 2019 “Technological heart & Dialectic art at the MIT-grafenegg forum,” invited speaker. Vienna, Austria. May 9.
- 2019 “Virtuality for Learning and Social Impact,” invited speaker. MIT.nano / NCSOFT Immersion Lab Gaming Program Workshop, Cambridge, MA. April 25.
- 2019 “Virtual Identity, Real Impact,” invited speaker. Cambridge MA. April 19.
- 2019 “Virtuality, Computing, and Social impact,” invited speaker. Cambridge, MA. April 4.

DATE: January 25, 2021

- 2019 “A Framework for Self-Reflection in Massive Online Learning Systems,” invited speaker. Cambridge, MA. April 2.
- 2019 “Indigenous Protocols and Artificial Intelligence,” invited speaker of multiple presentations. Honolulu, HI. March 1-2.
- 2019 “Frontiers: Computing and Art,” invited speaker. Cambridge, MA. February 26.
- 2019 “Extended Reality (XR) Technologies for Social Empowerment and Learning,” invited speaker, MIT Festival of Learning. Cambridge, MA. January 30.
- 2019 “Virtual Experience, Real Liberation: Technologies for Education and the Arts,” Panel Chair, MIT Festival of Learning. Cambridge, MA. January 30.
- 2019 “Extended Reality (XR) Technologies for Social Empowerment and Learning,” invited speaker, MIT Festival of Learning. Cambridge, MA. January 30.
- 2018 “AI for Narrative and Social Impact,” invited speaker, Met x Microsoft x MIT Hack (a collaboration between The Metropolitan Museum of Art (The Met), Microsoft, and MIT). Microsoft Research. Cambridge, MA. December 12.
- 2018 “Introducing MIT Virtuality,” invited speaker, MIT Open Learning Campaign Academy: Virtual Reality. Cambridge, MA. December 3.
- 2018 “Human-Computer Interaction Salon and Mixer,” Co-organizer and speaker (“Introducing the MIT Center for Advanced Virtuality”), MIT Computational Cultures Initiative. Cambridge, MA. November 27.
- 2018 “Virtuality, Learning, and Social Impact,” invited speaker, MIT J-WEL | Abdul Latif Jameel World Education Lab, J-WEL Week. Cambridge, MA. October 23.
- 2018 “Reflections on Starting a New Center,” invited panelist, Going Big: Getting an Institute/Center. Senior Ford Foundation Fellows Conference, Irvine, CA. October 21.
- 2018 “Virtuality, Storytelling, and Social Impact,” invited speaker and panelist, VR, Sound and Cinema: Implications for Storytelling and Learning. Cambridge, MA. September 28.
- 2018 “MIT Center for Advanced Virtuality,” invited speaker and panelist, MIT Open Learning Town Hall. Cambridge, MA. September 20.
- 2018 “Transforming the Classroom for the 21st Century,” invited panelist. Ford

Foundation Fellows Conference, Washington D.C. May 5.

- 2018 “African American Digital Scholarship: Racing the Avatar Dream,” invited talk, Stanford University, Stanford, CA. April 28.
- 2018 “Self, Expression, and the Avatar Dream,” invited talk, Face to Face Conference, New York City Arts in Education Roundtable, New York City, NY. April 5.
- 2018 “Understanding and Developing for Cultural Identities Across Platforms: Value-Driven Design Principles and Best Practices in a Qatari Context,” Qatar Computing Research Institute/Hamid Bin Khalifa University, Doha, Qatar. March 28. (with Haewoon Kwak)
- 2018 “Reflections on the Avatar Dream,” invited talk, Presidential Colloquium Series: *Thinking Out Loud*, Brown University, Providence, RI. February 22.
- 2018 “Equity and the Avatar Dream: From Gaming Sexism to Virtualizing the Enemy,” invited talk, University of Chicago, Division of the Social Sciences, Chicago, IL. February 15.
- 2018 “Rated 1.0: Imagination, Identity, and Storytelling,” talk, MIT SHASS/MIT Office of Philanthropic Partnerships, Cambridge, MA. February 13.
- 2017 “Imagination, Identity, and Storytelling” invited talk, Televisa Internacional), Mexico City. November 30.
- 2017 “The Avatar Dream and the Future of Storytelling,” invited talk, Future of Storytelling Summit, New York City. October 4.
- 2017 “Expressing Our Virtual Selves” invited talk, Pratt Institute, New York City. October 4.
- 2017 “The Enemy – From Concept to ‘Virtual’ Reality,” invited talk, MIT Museum, Cambridge. September 30. (with Karim Ben Khelifa)
- 2017 “Virtual Selves and Learning,” keynote talk, Computer-Supported Cooperative Learning Conference, Philadelphia, PA. June 20.
- 2017 “Coded Identities: Expressing and Analyzing Virtual Selves,” invited talk, University of Texas – Dallas, Dallas, TX. April 27.
- 2017 “Diversifying Barbie and Mortal Kombat: Where Are We Now?,” invited panelist, MIT, Cambridge, MA. April 6. (with Yetunde Folajimi, Quinn Murphy, and Treandrea Russworm)
- 2017 “Toward Design Principles for Culturally Situated Virtual Identity Systems,”

DATE: January 25, 2021

- Qatar Computing Research Institute/Hamid Bin Khalifa University, Doha, Qatar.
March 28. (with Haewoon Kwak)
- 2017 “Virtual Identities for Creative Expression and Social Change,” invited residency and talk, Winona State University, Winona, MN. March 16.
- 2017 “Computational Narrative and Expression,” invited residency and talk, Winona State University, Winona, MN. March 15.
- 2017 “Selves in Numbers: Virtual Identities for Transformative Impact,” invited talk, VOR Conference, CENTRO (Institute for Design, Cinema, and Television), Mexico City. February 16.
- 2016 “Modeling Social Dimensions of Virtual Identities,” invited talk, QCRI, Doha, Qatar. December 19.
- 2016 “Interactive Narrative and VR for STEM Inclusion and Social Engagement,” invited talk, White House, Office of Science and Technology Policy, Washington D.C. December 12.
- 2016 “Art + Science: Computing Emotion,” invited talk, Hirshhorn Museum, Smithsonian, Washington D.C. October 20. (with Antoine Catala)
- 2016 “Virtuality, Narrative, and Self,” keynote talk, Reality, Virtuality, Hackathon, MIT Media Lab, Cambridge, MA. October 7.
- 2016 “The Qatar-AIRvatar Project: Toward Design Principles for Culturally Situated Virtual Identity Systems,” MIT CSAIL-QCRI Fall Meeting, Cambridge, MA. October 6. (with Haewoon Kwak)
- 2016 “Transforming the Classroom for the 21st Century,” invited chair. Ford Foundation Fellows Conference, Irvine, CA. September 24. (panelists Anna Everett and Angelo Baca)
- 2016 “Virtual Stories, Virtual Selves,” invited talk, Dlodlo, Inc. (CSAIL Alliance member), Beijing, China, June 6.
- 2016 “Diversity and Education Initiatives of the ICE Lab,” invited talk, National Center for Women & Information Technology (NCWIT), Social Sciences Advisory Board, Las Vegas, NV. May 18.
- 2016 “Looking Ahead: The Virtual Documentary,” invited panel MIT, Virtually There: Documentary Meets Virtual Reality, Open Documentary Lab Conference, Cambridge, MA. May 6. (with Nonny de la Peña, Marcos Novak, and Robert

Overweg)

- 2016 “The Enemy Project: Using Virtual Reality for Conflict Journalism and Engendering Empathy,” invited talk, MIT, *Virtually There: Documentary Meets Virtual Reality*, Open Documentary Lab Conference, Cambridge, MA. May 6. (with Karim Ben Khelifa)
- 2016 “Advanced Identity Representation in Videogames, Social Media, and Virtual Reality,” invited talk, New York University, Institute for Public Knowledge, New York City, NY. May 3.
- 2016 “Reflections on Advanced Identity Representation” MIT CMS Colloquium, Cambridge, MA. April 28.
- 2016 “MIT Imagination, Computation, and Expression Laboratory Approaches to Digital Storytelling,” invited workshop, University of Pittsburgh, Pittsburgh, PA. April 20. (with Chong-U Lim)
- 2016 “Interactive Narrative for Cultural Expression and Critique,” invited talk, University of Pittsburgh, Pittsburgh, PA. April 19.
- 2016 “Phantasms of Social Identity: Computational Approaches to Understanding Virtual Selves,” invited plenary talk, What is Media? Conference, University of Oregon, Portland, OR. April 18.
- 2016 “Rhetoric and Pragmatics of Social Critique in Computational Media” invited talk, A Templeton Colloquium at the Notre Dame Institute for Advanced Study, The Impact of Laughter and Humor in Our Past and Today’s Digitized World, Notre Dame, IN. April 8.
- 2016 “The AIRvatar-Q Project: Toward Design Principles for Culturally Situated Virtual Identity Systems,” QCRI / MIT-CSAIL Annual Meeting, Doha, Qatar. March 20. (with Sarah Vieweg)
- 2016 “Virtual Reality @ MIT: Conversation with Karim Ben Khelifa & Fox Harrell,” invited talk, Arts at MIT and MIT Martin Trust Center, Cambridge, MA. February 24. (with Karim Ben Khelifa)
- 2016 “Virtual Identities for Empowerment,” Inaugural Canopy Social Impact Event: The Role of Innovation in International Peace and Security, Tufts University, January, 28. (presentation and panel with Kade Crockford, Paul Heroux, and Nandini Merz)
- 2015 “Modeling and Expressing Social Identity in Games,” International Symposium on Electronic Art, Sydney, Australia, August 18. (panel with Anna Everett, Jennifer Jenson, and Soraya Murray)

DATE: January 25, 2021

- 2015 “Imagining the Future of Social Identity,” Google, SciFoo, Mountain View, CA. June 27.
- 2015 “Fabricating Self and Other in Digital Media,” invited talk, Leuphana University, Terms of Media Conference, Lüneburg, Germany. June 18.
- 2015 “Exploring Construction, Play, and Use of Virtual Identities in STEM Learning,” Jean Piaget Society Annual Conference, Toronto, Canada. June 6. (with and presented by Dominic Kao)
- 2015 “Imagining Social Identities Through Computing,” invited talk, University of California, Santa Cruz, Computational Media Department, Santa Cruz, CA. May 11.
- 2015 “Coding Ourselves/Coding Others: Imagining Social Identities Through Computing,” invited talk, Longnow Foundation, The Interval, San Francisco, CA. May 5.
- 2015 “Software Selves: Computationally Expressing and Analyzing Social Identity Phenomena,” invited talk, Stanford University, Psychology Department, Social Area. Stanford, CA. April 27.
- 2015 “Roundtable Discussion of Phantasmal Media,” invited speaker/moderator, Stanford University, Science, Technology, and Society (STS) Program. Stanford, CA. April 16.
- 2015 “Digital Narratives for Art and Empowerment,” invited talk, Amherst College, Digital Media, Amherst, MA. April 2.
- 2015 “Digital Selves in Phantasmal Media,” invited talk, 5 Colleges Digital Humanities Speaker Series, Amherst, MA. April 1.
- 2015 “Cultural Computing and Identity: Critically Modeling Selves and Others,” invited talk, Columbia University, Digital Black Atlantic Project. New York City, NY. March 13.
- 2015 “Coding Ourselves: Computational Expression and Analysis of Social Identity” invited talk, Princeton University. Princeton, NJ. March 11.
- 2015 “Computational Narrative for Empowerment and Expression,” invited talk, Stanford University, Center for Comparative Study in Race and Ethnicity. Stanford, CA. February 19.

- 2014 “Making Computing Strange: Cultural Analytics and Phantasmal Media,” invited talk, Massachusetts Institute of Technology, MIT Communications Forum, Cambridge, MA. December 4.
- 2014 “Cultural Computing and Computational Identity,” invited talk, Communication Department, Stanford University, Stanford, CA. November 20.
- 2014 “Phantasmal Media Poetics: Computing and Imagination for Expressing Humanistic Critical Inquiry,” invited talk, Center for 21st Century Studies, University of Wisconsin, Milwaukee, Milwaukee, WI. November 7.
- 2014 “Culture Coding: Thinking Identity, Culture and Computation,” invited talk. Visions and Voices: University Arts and Humanities Initiative (co-sponsor: Harman Academy for Polymathic Studies). University of Southern California, Los Angeles, CA. September 29.
- 2014 “Transforming the Classroom for the 21st Century,” invited panelist. Ford Foundation Fellows Conference, Irvine, CA. September 27.
- 2014 “#Publicintellectual: Media Interaction, Social Branding, and Knowledge,” invited chair. Ford Foundation Fellows Conference, Irvine, CA. September 26.
- 2014 “Computing, Imagination, and Identity in Phantasmal Media,” invited talk, Center for Advanced Study in the Behavioral Sciences Symposium, Stanford University, Stanford, CA. September 18.
- 2014 “The Politics of Phantasmal Media: How Ideology is Built into Digital Media,” invited keynote, Tufts University, Medford, MA. April 17.
- 2014 “Creating Culture in Virtual Worlds,” invited talk, MIT Museum, Cambridge, MA. March 27. (with Todd Harper)
- 2014 “Phantasms in Visual Studies: Addressing Cognitive and Technological Aspects of Images,” invited talk, Haverford College, Haverford, PA. April 10.
- 2013 “Fox Harrell reads from and discusses Phantasmal Media,” invited talk, sponsored by the Hutchins Center for African and African American Research, Harvard University, Cambridge, MA. December 6.
- 2013 “Artificial Intelligence and Cognitive Science for Social Empowerment,” invited talk, Harvard Society of Mind, Brain, and Behavior (HSMBB), Harvard University, Cambridge, MA. December 5.
- 2013 “A Phantasmal Media Approach to Computational Creativity,” invited talk, Mexican Conference on Computational Creativity, National Autonomous University of Mexico, Mexico City, Mexico. November 15.

DATE: January 25, 2021

- 2013 “Expressive Outcomes of the Imagination, Computation, and Expression Laboratory,” invited talk, Mexican Conference on Computational Creativity, Autonomous Metropolitan University, Mexico City, Mexico. November 14.
- 2013 “Critical Computing Practice: Outcomes of the Imagination, Computation, and Expression Laboratory,” invited talk, History Design Studio, Harvard University, Cambridge, MA. November 6.
- 2013 “Subjective Computing: AI and Entertainment Systems as Phantasmal Media,” invited talk, Ninth Annual AAAI Conference on Artificial Intelligence and Interactive Digital Entertainment (AIIDE), Boston, MA. October 17.
- 2013 “Social Identity in Phantasmal Media,” invited talk, Hutchins Center W. E. B. DuBois Lecture, Harvard University, Cambridge, MA. October 9.
- 2013 “The *Living Liberia Fabric*: An Interactive Narrative Artwork Memorializing Civil War in Liberia,” International Symposium on Electronic Art, Sydney, Australia, June 7-16. (with Chong-U Lim, Dominic Kao, and Jia Zhang)
- 2013 “Outcomes of the NSF-NEA Alliance,” invited speaker, Networking Sciences, Engineering, Arts and Design to Confront the Hard Problems of Our Time, National Endowment for the Arts and Network for Science, Engineering, Arts & Design (SEAD) Workshop, Washington D.C. May 15.
- 2013 “Phantasmal Selves: Computing, Cognition, and Social Identity,” invited talk, Stanford University, Stanford, CA. April 16.
- 2013 “A Phantasmal Media Approach to Empowerment, Identity, and Computation,” invited talk, University of Victoria, Victoria, Canada. January 23.
- 2012 “GO ASK A.L.I.C.E.: A Panel Discussion on the Artificial Intelligence and the Turing Test,” invited panelist, Harvard University, Cambridge, MA. November 29. (with Daniel C. Dennett and John Searle)
- 2012 “Imagination and Empowerment with Videogame Characters,” Game Developer’s Conference Online, Austin, TX. October 10.
- 2012 “A Narrative Generation Conversation,” invited talk, Purple Blurb Digital Writers Series, MIT, Cambridge, MA. October 1. (with Rafael Pérez y Pérez and Nick Montfort)
- 2012 “Media Interaction and Social Branding,” invited chair and panelist. Ford Foundation Fellows Conference, Irvine, CA. September 21.

- 2012 “Getting the Message Out: Public Sphere Writing and Speaking,” invited panelist. Senior Ford Foundation Fellows Conference, Irvine, CA. September 20.
- 2012 “Matching Methods: Guiding and Evaluation Interdisciplinary Projects,” invited talk, NSF, NEA, and NEH Media Systems Workshop at the University of California, Santa Cruz, Santa Cruz, CA. August 27.
- 2012 “Gesture-Driven Electronic Literature for Mobile Devices: The Gestural Narrative Interaction Engine (GeNIE),” Electronic Literature Organization Conference, Morgantown, WV. June 20-23. (with Kenny K. N. Chow and Erik Loyer)
- 2012 “Interactive Animated Visuals as Elastic Anchors for Imaginative Conceptual Blends,” 11th Conceptual Structure, Discourse, And Language Conference, Vancouver, Canada. May 17-20. (with Kenny K. N. Chow)
- 2012 “The Expanding Domain of Computer Science: Engineering for Social Awareness and Empowerment,” invited keynote talk, New England Undergraduate Computer Science Symposium, Brandeis University, Waltham, MA. April 21.
- 2012 “How Social Media is Defining Us,” WGBH Innovation Hub, invited radio interview by Kara Miller, Boston, MA. April 7.
- 2012 “Black Reality 2.0: Creating and Making in a Technical Age,” invited talk, Design Studio for Social Intervention, Boston, MA. February 28. (with Malia Lazu)
- 2011 “The Birth of Pong and Video Games,” invited panelist and broadcast WGBH, NPR, Action Speaks Radio: Underappreciated Dates that Changed America. October 12.
- 2011 “Subjective Computing: Using Computers for the Arts and Social Change,” invited talk, Plenary Presentation at the Ford Foundation Fellows Conference, Ford Foundation, Irvine, CA. October 15.
- 2011 “Improvisation and Phantasmal Media, in conversation with Alondra Nelson,” invited talk, Columbia University. April 26.
- 2011 “Improvisation as a Way of Life: A Symposium,” invited panelist, Brown University, Providence, RI. February 25.
- 2011 “The Gestural Narrative Interactive Expression (GeNIE) Project,” invited presenter, National Endowment for the Humanities Digital Humanities Workshop, Harvard University, Cambridge, MA. January 27.
- 2010 “Working Across Disciplines: Crafting Interdisciplinary Projects,” invited chair and presenter, Ford Foundation Fellows Conference, Irvine, CA. October 16.

DATE: January 25, 2021

- 2010 “Gesture, Rhetoric, and Storytelling: The Speakerly Interactive Narrative Project,” invited project director’s talk, Washington D.C. September 28.
- 2010 “The Imagination, Computation, and Expression (ICE) Lab: Making Phantasmal Media,” MIT CMS Colloquium, Cambridge, MA. September 23.
- 2010 “Authoring the Living Liberia Fabric: A Generative and Interactive Narrative for Peace, Truth, and Reconciliation,” Electronic Literature Organization Conference, Providence, RI. June 5. (with Michael Best, Hank Blumenthal, Ayoka Chenzira, Christopher Gonzalez, Andrew Roberts, Natasha Powell, Deji Fajebe, Jason Lee, Paul O’Neil, and Arjun Tomar)
- 2010 “Performance of the Living Liberia Fabric,” Electronic Literature Organization Conference, Providence, RI. June 4.
- 2010 “AI-Based Art and HCI Practice: Demos, Prototypes, and Exhibitions,” Media Showcase Interactivity Demo Panel I. CHI Conference (ACM Conference on Human Factors in Computing Systems). Atlanta, GA. April 13.
- 2010 “Computing, Imagery, and Ideology: Phantasmal Media and Social Expression,” invited talk, Future of Digital Studies Conference, University of Florida, Gainesville, FL. February 25.
- 2010 “Symposium on Virtual Worlds at the Intersection of Race, Class and Possibility,” panel session, Digital Media and Learning Conference, La Jolla, CA. February 19.
- 2009 “Phantasmal Narrative: Values, Games, and Cultural Expression in Interactive Stories,” A Narrative Summit: How to Think About Narrative and Interactivity, Georgia Institute of Technology, Atlanta, GA. October 20. (with Espen Aarseth and Janet Murray)
- 2009 “Active Animation: An Approach to Interactive and Generative Animation for User-Interface Design and Expression,” software demo/poster, 2009 Digital Humanities Conference, Baltimore, MD, June 22-25. (with Kenny K.N. Chow)
- 2009 “Phantasmal Media: Practice and Theory of Imagination Computing,” invited talk, Purple Blurb Digital Writers Series, MIT, Cambridge MA. November 16.
- 2009 “Computing Phantasms: Imagination, Subjectivity, and Digital Media Expression,” invited talk, International Roundtable for the inauguration of the Research Institute for the Converging Arts & Sciences, University of Greenwich,

London, U.K. October 16-17.

- 2009 “Working Across Disciplines: Crafting Interdisciplinary Projects,” invited presentation, Ford Foundation Fellows Conference, Irvine, CA (presented by Ernesto Chavez). October 16.
- 2009 “Phantasms and Shapeshifters: Imagination and Identity in Computing,” Noted Scholar Lecture, Center for Cross-Faculty Inquiry (CCFI), University of British Columbia, Vancouver, B.C. September 23.
- 2009 “Digital Shadows: Narrative and Empowerment in Social Identity Computing,” invited talk, CTheory/Pacific Center for Technology and Culture, Critical Digital Studies Workshop, Victoria, B.C., Canada. June 5.
- 2009 “Imagination, Computation, and Expression: A Cognitive Approach to Storytelling and Identity,” invited talk, MIT Media Lab, Cambridge, MA.
- 2009 “Social Storytelling and Digital Identity: Empowering Narratives for Diverse Communities,” invited talk, Impacting the Health of Millions through Social Marketing and Entertainment Education: The Power of Narratives, Centers for Disease Control and Prevention (CDC), Atlanta, GA. July 28-29.
- 2009 “Imagination, Computation, and Expression: A Cognitive Approach to Digital Media Arts,” invited talk, Cognitive Science Colloquium, Case Western Reserve University, Cleveland, OH. January 21.
- 2008 “Generative Visual Renku: Linked Poetry Generation with the GRIOT System.” Visionary Landscapes: Electronic Literature Organization Conference, Vancouver, WA. May 29-June 1. (with Kenny K.N. Chow)
- 2008 “Narrating Artificial Daydreams, Memories, Reveries: Toward Scalable Intentionality in Expressive Artificial Intelligence Practice,” Visionary Landscapes: Electronic Literature Organization Conference 2008, Vancouver, WA. May 29-June 1. (with Jichen Zhu)
- 2008 “Digital Metaphors for Phantom Selves: Computation, Mathematics, and Identity in Speculative and Fantastic Fiction and Gaming,” The Sublime in the Fantastic: The 29th International Conference on the Fantastic in the Arts. Orlando, FL. March 20.
- 2008 “SF and Technoculture Panel Discussion,” The Sublime in the Fantastic: The 29th International Conference on the Fantastic in the Arts. Orlando, FL. March 21.
- 2007 “Computational Meaning Evocation: Cognitive Linguistics and Digital Poetics.” South Atlanta Modern Language Association (SAMLA) Convention. Atlanta, GA. November 10.

DATE: January 25, 2021

- 2006 “Ghosts, seraphs, and daily life under the heavy sea: Cognitive Semantics and Computational Narrative with the GRIOT System,” invited talk, Digital Media Colloquium. Georgia Institute of Technology, Atlanta, GA. November 9.
- 2006 “Imagination, Computation, Expression and the GRIOT System,” invited talk, MIT Media Lab, Cambridge, MA.
- 2004 “Algebra of Identity: Skin of Wind, Skin of Streams, Skin of Shadows, Skin of Vapor.” Powering Up/Powering Down: An International Festival of Radical Media Arts. La Jolla, CA. January 30.

JURIED EXHIBITIONS AND PERFORMANCES

- 2017 “Exemplars Collection and Exhibit,” National Science Foundation, SEAD Curatorial Committee, Washington D.C., August.
- 2017 “The Enemy,” Human Computer Interaction Producer (developed interactive narrative and computational identity model) on award winning virtual reality project against war. Cambridge, MA, MIT Museum. October 5 – December 31. (Director: Karim Ben Khelifa)
- 2016 “Loss, Undesea,” Electronic Literature Collection, Vol. 3. Stephanie Boluk, Leonardo Flores, Jacob Garbe, and Anastasia Salter, eds., Electronic Literature Organization. <http://collection.eliterature.org/3/>
- 2015 “Mazzy: A Stem Learning Game,” Foundations of Digital Games 2015, Pacific Grove, CA. Jun-22 – Jun 25 (with Dominic Kao)
- 2015 “Exigent: An Automatic Avatar Generation System,” Foundations of Digital Games Conference (FDG2015), Pacific Grove, CA. Jun-22 – Jun 25 (with Dominic Kao)
- 2014 “An Intelligent Narrative Authoring Platform for Modeling Social Identity-Related Experiences,” Intelligent Narrative Technologies 7 Workshop, University of Wisconsin-Milwaukee, Milwaukee, WI. June 17-18. (with Dominic Kao, Chong-U Lim, Jason Lipshin, Ainsley Sutherland, and Julia Makivic)
- 2012 “Mimesis: An Integrated Social Networking Application and Computer Game for Exploring Social Discrimination,” Electronic Literature Organization Conference, Morgantown, WV. June 20-23. (with Chong-U Lim, Sonny Sidhu, Christine Yu, Jia Zhang, Ayse Gursoy)

- 2012 “Exploring Social Discrimination through Interactive Narrative using Mimesis,” New Media Consortium, Cambridge, MA. June 13-15. (with Chong-U Lim, Sonny Sidhu, Christine Yu, Jia Zhang, Ayse Gursoy)
- 2011 “A Reading of Skeleton Seas of Mare Incognitum: An Interactive Fiction Expedition in Curveship,” Art Program of the 8th ACM Conference of Creativity and Cognition, Atlanta, GA. November 3-6. (with Nick Montfort)
- 2011 “Coding Landscapes, Crossing Metaphors,” Computational Thinking in Existing Art Forms, Writing Machine Collectives 4th Exhibition, Hong Kong. January 15-30. (with Kenny K. N. Chow)
- 2010 “Authoring the Living Liberia Fabric: A Generative and Interactive Narrative for Peace, Truth, and Reconciliation,” Electronic Literature Organization Conference, Providence, RI. June 3-6. (with Michael Best, Hank Blumenthal, Ayoka Chenzira, Christopher Gonzalez, Andrew Roberts, Natasha Powell, Deji Fajebi, Jason Lee, Paul O’Neil, and Arjun Tomar)
- 2010 “Generative Visual Renku,” The Media Showcase, CHI Conference (ACM Conference on Human Factors in Computing Systems). Atlanta, GA. April 10-15. (With Kenny K. N. Chow)
- 2009 “Loss, Undersea,” Digital Arts and Culture Conference Literary Arts Extravaganza. UC Irvine, CA. December 14.
- 2008 “Fantastic Transformations and Blends: A Reading of Computationally Generated and Traditionally Written Prose Poetry,” The Sublime in the Fantastic: The 29th International Conference on the Fantastic in the Arts. Orlando, FL. March 19-23.
- 2005 “The Griot Sings Haibun,” Multimedia performance at the California Institute for Telecommunications and Information Technology, Center for Research in Computing and the Arts. La Jolla, CA. October 28. (with Joseph Goguen)

FIELDS OF INTEREST

Computational Narrative (interactive and generative)
 Immersive Media (VR/AR/etc.)
 Cognitive Science (Cognitive Linguistics and Imaginative Cognition)
 Artificial intelligence (AI) and the Arts
 Game Studies and Engineering

PROFESSIONAL ORGANIZATIONS AND SERVICE

Professional Service

2019- The IEEE Global Initiative on Ethics of Autonomous and Intelligent Systems, The Council on Extended Intelligence, member

DATE: January 25, 2021

- 2019- Society of Senior Ford Fellows, member and contributor to inaugural bylaws
- 2016- Ford Foundation Fellowship Program Regional Liaison
- 2016- National Center for Women & Information Technology, Academic Alliance Member
- 2016 Department Reviewer, Spelman College, Computer Science Department
- 2015 National Science Foundation Grant Reviewer, Historically Black Colleges and Universities Undergraduate Program (HBCU-UP)
- 2015 “Computer-Aided Personalized Education Workshop,” Computing Community Consortium, Washington D.C., invited attendee
- 2015 “Diversifying Barbie and Mortal Kombat,” Race, Gender, and Videogames Workshop, University of Pennsylvania, invited attendee
- 2014- Organizing Committee Member, Senior Ford Foundation Fellows
- 2010-2016 Board of Directors Member, Electronic Literature Organization
- 2010-2013 National Science Foundation Grant Reviewer, Directorate for Computer and Information Science and Engineering, IIS-Human-Centered Computing; CreativeIT Program
- 2009- Editorial Board Member, Cognition in Mathematics, Science, and Technology E-Journal (Cognitive Science Network from the Social Science Research Network (SSRN))
- 2007-2013 Book Reviewer, Oxford University Press, The MIT Press
- 2014 Curator, Showcase of the NSF XSEAD Platform for Cross-Cutting Collaboration
- 2013 Invited Member, Game Developers Choice Awards and Game Developers Conference, International Choice Awards Network (ICAN)
- 2011 Program Co-Chair and Art Program Chair, ACM Creativity and Cognition Conference
- 2011 Senior Program Committee Member, Second International Conference on Computational Creativity, Autonomous Metropolitan University, Mexico City
- 2011 Participant, Curveship Codefest (electronic literature workshop), MIT
- 2011 Program Committee member, Foundations of Digital Games Conference (sponsored by ACM SIGCSE, ACM SIGWEB, ACM SIGART and ACM SIGGRAPH)
- 2010 PI and Executive Committee member, Identifying Synergies and Fostering Collaborations in a Joint Workshop of the National Science Foundation and the National Endowment for the Arts, Principal Investigator and Executive Committee Member
- 2010 Programming Committee Member, International Conference on Computational Creativity
- 2009 Founding Member, Institute for the Converging Arts and Science, University of Greenwich, U.K.
- 2009 Executive Committee Member and Theme Leader (Cognition and Creativity), Digital Arts and Culture Conference, Irvine, CA
- 2008 Program Committee Member, International Conference on Intelligent User Interfaces, Gran Canaria, Canary Islands
- 2008 Reviewer, Journal of Ethics and Information Technology

- 2007 Advisory panel Member, Digital Arts and Culture Conference, Perth, Australia
- 2007 Reviewer, M/C: A Journal of Media and Culture
- 2006 Reviewer, CTheory, an international peer-reviewed journal of theory, technology, and culture
- 1999 Founding Member and Primary Mission Statement Author, NYU Black Students in New Media Association, 1999

MIT ACTIVITIES AND COMMITTEES

Departmental, School, and Institute Activities and Committees

- Ongoing Founding Director, Imagination, Computation, and Expression Laboratory
- Ongoing Principal Investigator, Computer Science and Artificial Intelligence Laboratory
- Ongoing Director, MIT Center for Advanced Virtuality
- 2020- Co-Chair of MIT Solve Anti-Racist Technology Leadership Group
- 2020 Promotion Committee Member (AWOT) for Justin Reich
- 2020- College of Computing Committee for Broadening IDSS in the Social Sciences, Humanities, and the Arts
- 2020 CSAIL PI Speaker: Discussion on Computing Research and Race
- 2020- CMS Minor Advisor
- 2020 Convened MIT Center for Advanced Virtuality Steering Committee Meeting
- 2019- MIT Transmedia Storytelling Initiative Committee, member
- 2020 CSAIL HCI Community of Research Admissions
- 2020 Mentored and advised VR/AR Club
- 2020 NCSOFT-MIT.nano Grant Midpoint talk on Project VISIBLE (Virtuality for Immersive Socially Impactful Behavioral Learning Enhancement)
- 2020 MIT J-WEL, speaker
- 2020 MIT Open Learning, speaker
- 2020 Speaker: "2.S972 Making Virtual Reality and Immersive Experiences"
- 2019-20 CMS/W College of Computing Committee, Chair
- 2019-20 College of Computing Task Force: Working Group on Joint Appointments
- 2019- Social and Ethical Responsibilities of Computing (SERC) Advisory Board
- 2019- CSAIL Online Communication Workgroup
- 2019- MIT Transmedia Storytelling Initiative Committee, member
- 2019 Co-Organizer, Speaker, Panelist, MIT-Grafenegg Forum (International Symposium for Art and Technology in Vienna, Austria (with Sanjay Sarma, Erdin Beshimov, and Myke Cuthbert)
- 2019 Meetings with MIT Corporation Members
- 2019 MIT Corporation Development Committee Meeting; Speaker (with Provost Schmidt)
- 2019 MIT Corporation Partner's Program; Speaker
- 2019 Convened MIT Center for Advanced Virtuality External Advisory Board Meeting
- 2018-2019 Provost's College of Computing Dean Search Advisory Committee, member
- 2018- MIT Digital Humanities Initiative Steering Committee, member
- 2018-Su. 2019 Advisor, African and African Diaspora Studies Program
- 2016-17 Volpe Center Redevelopment Advisory Group, MIT Provost's Office

DATE: January 25, 2021

2016- MIT Press Editorial Board, member
2017-18 CSAIL Postdoctoral Researcher Supervisor, Peter Mawhorter
2016-18 CSAIL Postdoctoral Researcher Supervisor, Sercan Şengün
2016-17 CSAIL Postdoctoral Researcher Supervisor, Ali Jahanian
2012-2016 Committee on Undergraduate Admissions & Financial Aid, member
2016 CMS/W Visiting Scholar Host, Paul Dourish, Professor of Informatics, University of California, Irvine
2016 CMS/W and CAST Visiting Artist Host, Karim Ben Khelifa
2016 CMS/W Visiting Scholar Host, Thomas Bjørnsten, Aarhus University and The Danish Council for Independent Research
2015-2016 CMS/W Faculty Search Committee (senior hire)
2015- Advisor, Comparative Media Studies Minor
2013 Levitan Prize/SHASS Fund selection committee, member
2011- CMS Admission Committee
2011- CSAIL Admissions
2012 CMS Faculty Search Committee (Game Studies Associate Professor hire)
2012 CSAIL Industrial Liaisons Program Host, Yaoyuan Fu, TCL
2011 Advisor, Writing Minor
2010-2011 WHS Thesis Guidelines Committee

PROFESSIONAL MEMBERSHIPS

Association for the Advancement of Artificial Intelligence, lifetime member
Association for Computing Machinery, lifetime member
American Association for the Advancement of Science, member
Electronic Literature Organization, member (formerly on board of directors)
Society for Cinema and Media Studies, member

PUBLISHED MATERIALS

Books

2013 *Phantasmal Media: An Approach to Imagination, Computation, and Expression*, MIT Press.

Articles in Refereed Journals

2019 “A Tale of Computing and Gatekeeping,” *Hyperrhiz: New Media Cultures Journal*. 21. Anne Cong-Huyen, Kim Brillante Knight Mark C. Marino, eds.
2018 “Identifying Regional Trends in Avatar Customization,” *IEEE Transactions on Games*, IEEEXplore Early Access, doi: 10.1109/TG.2018.2835776. 10(2), (with Peter Mawhorter, Sercan Şengün, Haewoon Kwak)

- 2018 “Virtual Identity Systems Should Better Support Gulf Nationals,” *The Oxford Gulf and Arabian Peninsula Studies Forum*, Spring 2018, University of Oxford, 5 pp. (with Sercan Şengün)
- 2018 “From 2,772 segments to five personas: Summarizing a diverse online audience by generating culturally adapted personas.” *First Monday* 23 (6). (with Joni Salminen, Sercan Şengün, Haewoon Kwak, Bernard J. Jansen, Jisun An, Soonyo Jung, and Sarah Vieweg)
- 2017 “Reimagining the Avatar Dream: Modeling Social Identity in Digital Media,” Communications of the ACM. July 2017 (cover story).11 p. (with Chong-U Lim)
- 2015 “Provoking Imagination and Emotion with a Lively Mobile Phone: A User Experience Study,” Interacting with Computers (Oxford University Press), June 2015. 11 p. (with Kenny K. N. Chow, Ka Yan Wong, and Aditya Kedia)
- 2014 “Playing *Mimesis*: Engendering Understanding Via Experience of Social Discrimination with an Interactive Narrative Game,” Electronic Book Review, November 2, 2014. (with Chong-U Lim, Sonny Sidhu, Jia Zhang, Jason Lipshin, and Ayse Gursoy)
- 2012 “Narrating System Intentionality: *Copycat* and the Artificial Intelligence Hermeneutic Network,” Leonardo Electronic Almanac. pp. 160-171. (with Jichen Zhu)
- 2012 “Understanding Material-Based Imagination: Cognitive Coupling of Animated Images and Motor Action in Interactive Digital Artworks,” Leonardo Electronic Almanac. pp. 50-64. (with Kenny K. N. Chow)
- 2012 “Imagination, Computation, and Self-Expression: Situated Character and Avatar Mediated Identity,” Leonardo Electronic Almanac. pp. 74-91. (with Sneha Veeragoudar Harrell)
- 2011 “Computational Narration of Inner Thought: Memory, Reverie Machine,” Hyperrhiz: New Media Cultures (a peer-reviewed satellite journal of Rhizomes: Cultural Studies in Emerging Knowledge).
<http://www.hyperrhiz.net/hyperrhiz08/36-essays/112-computational-narration-of-inner-thought-memory-reverie-machine> (with Jichen Zhu)
- 2010 “Toward a Theory of Critical Computing: The Case of Social Identity Representation in Digital Media Applications,” CTheory.
<http://www.ctheory.net/articles.aspx?id=641>
- 2010 “Designing empowering and critical identities in social computing and gaming,” CoDesign: International Journal of CoCreation in Design and the Arts, Vol. 6, No. 4, 187. pp. 187-206.

DATE: January 25, 2021

- 2009 “Toward a Theory of Phantasmal Media: An Imaginative Cognition- and Computation-Based Approach to Digital Media,” *CTheory*, September 2, 2009, <http://www.ctheory.net/articles.aspx?id=610>
- 2009 “Generative Visual Renku: Linked Poetry Generation with the GRIOT System,” *Hyperrhiz: New Media Cultures*, Vol.6. <http://www.hyperrhiz.net/hyperrhiz06/19-essays/79-generative-visual-renku> (with Kenny K.N. Chow)
- 2008 “Cultural Roots for Computing: The Case of African Diasporic Orature and Computational Narrative in the GRIOT System,” *FibreCulture Journal*, Vol. 11, http://journal.fibreCulture.org/issue11/issue11_harrell.html, (adapted from *Proceedings of the 7th Digital Arts and Culture Conference*, Perth, Australia: Curtin University of Technology, 2007, pp. 157-168.)
- 2005 “Algebra of Identity: Skin of Wind, Skin of Streams, Skin of Shadows, Skin of Vapor,” *CTheory*, October 12, 2005, <http://www.ctheory.net/articles.aspx?id=489> Reprinted in *Critical Digital Studies*, Arthur Kroker and Marilouise Kroker, eds. Toronto, Canada: University of Toronto Press. pp. 158-174. 2008
- 2003 “Speaking in Djinni: Media Arts and the Computational Language of Expression,” *CTheory*, September 9, 2003, <http://www.ctheory.net/articles.aspx?id=388>. Reprinted in *Life in the Wires: The CTheory Reader*, Arthur Kroker and Marilouise Kroker, eds. Victoria, Canada: New World Perspectives/Ctheory Books, 2004. pp. 277-284.

Chapters in Books

- 2021 “Africa and the Avatar Dream: Mapping the Impacts of Videogame Representations of Africa,” in *The Digital Black Atlantic*. University of Minnesota Press. Roopika Risam and Kelly Baker Josephs, eds. 26 p. (with Sercan Şengün and Danielle Olson); accepted and forthcoming.
- 2021 “Phantasmal Selves: Computational Approaches to Understanding Virtual Identities,” in *MEDIA: A Transdisciplinary Inquiry*. Intellect Books/Univ. Of Chicago Press. Janet Wasko and Jeremy Schwartz, eds. 14 p.; accepted and forthcoming.
- 2018 “Foundations of Interaction in the Virtual Reality Medium,” in *Encyclopedia of Computer Graphics and Games*. Lee N., ed. 7 p. (with Danielle Olson, Ainsley Sutherland, and Cagri Zaman)
- 2017 “Embellishment & Effects: Seduction by Style,” in *Avatar, Assembled*, Jaime Banks, ed., New York, NY: Peter Lang. 11 p. (with Dominic Kao)

- 2016 “Subjective Computing and Improvisation,” Oxford Handbook of Critical Improvisation Studies, Volume 2, George E. Lewis and Benjamin Piekut, eds., Oxford University Press. 24 p.
- 2014 “Elastic Anchors for Imaginative Conceptual Blends: A Framework for Analyzing Animated Computer Interfaces,” Language and the Creative Mind, Barbara Dancygier, Mike Borkent, and Jennifer Hinnell, eds., CSLI Publications, Stanford. 17 p. (with Kenny Chow)
- 2010 “Style: A Computational and Conceptual Blending-Based Approach,” The Structure of Style: Algorithmic Approaches to Understanding Manner and Meaning, Shlomo Argamon and Shlomo Dubnov, eds. Berlin, Germany: Springer-Verlag. pp. 147-170 (with Joseph Goguen)
- 2010 “A Journey along the Borderland: A Critical Approach to Artificial Intelligence-Based Literary Practice,” Arts: A Science Matter. Lui Lam, editor. Singapore: World Scientific. pp. 222-246. (with Jichen Zhu)
- 2007 “GRIOT’s Tales of Haints and Seraphs: A Computational Narrative Generation System,” Second Person: Role-Playing and Story in Games and Playable Media, N. Wardrip-Fruin and P. Harrigan, eds. Cambridge, MA: MIT Press. pp. 177-182. (peer-reviewed and republished in Electronic Book Review, February 19, 2008, <http://www.electronicbookreview.com/thread/firstperson/generational>)
- 2006 “Metalogic, Qualia, and Identity on Neptune’s Great Moon: Meaning and Mathematics in the Works of Joseph A. Goguen and Samuel R. Delany,” *Algebra, Meaning, and Computation: A Festschrift in Honor of Professor Joseph Goguen*. Berlin, Germany: Springer-Verlag. pp. 31-49.
- 2004 “Information Visualization and Semiotic Morphisms,” Multidisciplinary Approaches to Visual Representations and Interpretations. Grant Malcolm, editor. Oxford, U.K.: Elsevier. pp. 83-98. (with Joseph Goguen)

Other Publications – Refereed

- 2020 “Extended Reality in STEM Education: Advances and Considerations.” In Proceedings of the European Society for Engineering Education, Enschede, The Netherlands, September 20-24, 2020. (with Aikaterini Bagiati and Sanjay Sarma)
- 2020 “I Don’t See Color’: Characterizing Players’ Racial Attitudes and Experiences via an Anti-Bias Simulation Videogame.” In International Conference on the Foundations of Digital Games (FDG '20), Bugibba, Malta, September 15–18, 2020. (with Danielle Marie Olson)

DATE: January 25, 2021

- 2020 “Hack.VR: A Programming Game in Virtual Reality,” In International Conference on the Foundations of Digital Games (FDG '20), Bugibba, Malta, September 15–18, 2020. (with Dominic Kao, Christos Mousas, Alejandra Magana, D. Fox Harrell, Rabindra Ratan, Edward Melcer, Bret Sherrick, Paul Parsons, and Dmitri Gusev)
- 2020 “Breakbeat Narratives: A Personalized, Conversational Interactive Storytelling System for Museum Education.” In Proceedings of CHI '20: CHI Conference on Human Factors in Computing Systems (CHI'20 Extended Abstracts), Honolulu, HI, April 25-30, 2020. (with Danielle Marie Olson, Nouran Soliman, Angela Wang, Magdalena Price, and Rita Sahu)
- 2019 “Cultural Computing/Indigenous Values,” Outcomes of the 2019 IPAI Workshop. 3 p. (with Danielle Olson). Online publication.
- 2019 “Toward Using Virtual Identities in Computer Science Learning for Broadening Participation,” poster at American Education Research Association Conference. (with Sneha Veeragoudar, Maya Wagoner, Dominic Kao, Danielle Olsen, Laurel Carney, and Aziria Rodriguez)
- 2019 “A Dream of Computing,” in Ethics, Computing, and AI | Perspectives from MIT.
- 2019 “Modeling Racial and Ethnic Socialization for Interactive Storytelling,” Proceedings of the 2019 AAAI Spring Symposium. 6 p. (with Danielle Olson)
- 2019 “Chimeria:Grayscale MOOC: Towards Critical Self-Reflection at Scale,” Proceedings of the ACM Learning @ Scale Conference. 4 p. (with Pablo Ortiz-Lampier)
- 2019 “Exploring Identity Construction in Virtual Reality Systems,” Proceedings of the 2019 Connected Learning Summit. (Symposium with Dan Roy, Meredith Thompson, Danielle Olson, and Pablo Ortiz-Lampier)
- 2018 “Enabling Critical Self-Reflection through Roleplay with Chimeria:Grayscale.” In *Proceedings of the 2018 ACM SIGCHI Annual Symposium on Computer-Human Interaction in Play (CHI PLAY)*. ACM. Melbourne, VIC, Australia. pp. 355-364. October 28-31. (with Pablo Ortiz)
- 2018 “Exploring the Use of Virtual Identities for Broadening Participation in Computer Science Learning,” Proceedings from the Immersive Learning Research Network (IRLN) Conference, June 26, Missoula, Montana. (with Danielle Olson, Dominic Kao, Aziria Rodriguez, Laurel Carney, and Sneha Veeragoudar)

- 2018 “Grounding AI-driven cross-cultural analysis with community insights,” Proceedings from the CHI 2018 Workshop: ArabHCI Working with Arab Communities, April 21-26, Montreal, Canada. (with Ali Jahanian, Sercan Şengün, Peter Mawhorter, and Haewoon Kwak)
- 2018 “The Effects of Badges and Avatar Identification on Play and Making in Educational Game,” Proceedings of the ACM SIGCHI Conference on Human Factors in Computing Systems (CHI), Montréal, Canada, April 21-26. (with D. Kao)
- 2017 “Playable Experiences at AIIDE 2017,” Proceedings of the AAAI Conference on Artificial Intelligence and Interactive Digital Entertainment. October 5-9. 6 p. (with Mike Treanor, Nicholas Warren, Mason Reed, Adam M. Smith, Pablo Ortiz, Laurel Carney, Loren Sherman, Elizabeth Carre, Nadya Vivatvisha, D. Fox Harrell, Paolo Mardo, Andrew Gordon, Joris Dormans, Barrie Robison, Spencer Gomez, Samantha Heck, Landon Wright and Terence Soule)
- 2017 “Generating cultural personas from social data: A perspective of Middle Eastern users,” Proceedings of the IEEE International Conference on Future Internet of Things and Cloud (FiCloud-2017), Prague, Czech Republic, August 21-23. 6 p. (with Joni Salminen, Sercan Şengün, Haewoon Kwak, Bernard Jansen, Jisun An, Soon-Gyo Jung, and Sarah Vieweg)
- 2017 “MazeStar: A Platform for Studying Virtual Identity and Computer Science Education,” Proceedings of the Foundations of Digital Games Conference (FDG 2017), Hyannis, MA, Aug 14-17. 6 p. (with Dominic Kao)
- 2017 “Culturally-Grounded Analysis of Everyday Creativity in Social Media: A Case Study in Qatari Context,”). Proceedings of the ACM Conference of Creativity and Cognition. Singapore. June 27-30. 13 p. (with Sarah Vieweg, Haewoon Kwak, Chong-U Lim, Sercan Şengün, Ali Jahanian, Pablo Ortiz)
- 2017 “Chimeria:Grayscale: An Interactive Narrative for Provoking Critical Reflection on Gender Discrimination,” Proceedings of the Electronic Literature Organization Conference, University Fernando Pessoa, Porto, Portugal, July 18-22. 4 p. (with Pablo Ortiz, Peter Downs, Elizabeth Carre, Annie Wang, and Maya Wagoner)
- 2017 “Toward Understanding the Impact of Game Skins on Performance, Engagement, and Self-Efficacy in Educational Games,” Proceedings of the American Education Research Association Conference (AERA2017). April 27-May 3, San Antonio, TX. 20 p. (with Dominic Kao) *Emerging Virtual Scholar Award*
- 2016 “Exploring the Effects of Dynamic Avatars on Performance and Engagement in Educational Games.” Proceedings of the 12th Games+Learning+Society Conference. August 17-19, Madison, WI. 7 p. (with Dominic Kao)

DATE: January 25, 2021

- 2016 “Highlighting MazeStar: A Platform for Studying Avatar Use in Computer Science Learning Environments.” Proceedings of the 12th Games+Learning+Society Conference. GLS Showcase. August 17-19, Madison, WI. 3 p. (with Dominic Kao, Chong-U Lim, Sneha Veeragoudar Harrell, Maya Wagoner, and Helen Ho)
- 2016 “Discovering Social and Aesthetic Categories of Avatars: An Artificial Intelligence Approach Using Image Clustering.” 1st Joint International Conference on Digital Games Research Association-Foundations of Digital Games. Aug 1 – Aug 6, Dundee, Scotland. (With Chong-U Lim and Antonios Liapis)
- 2016 “Exploring the Effects of Encouragement in Educational Games.” *ACM CHI Conference (Computer-Human Interaction, Late-Breaking Results, San Jose, CA.* May 7 – May 12. (with Dominic Kao)
- 2016 “Exploring the Impact of Avatar Color on Game Experience in Educational Games.” *ACM CHI Conference (Computer-Human Interaction), Late-Breaking Results.* San Jose, CA. May 7 – May 12. (with Dominic Kao)
- 2016 “Towards an Understanding of Role Model Avatars and Their Impacts in Educational Games,” Proceedings of the American Education Research Association Conference (AERA2016), Washington D.C. Apr-8 – Apr-12. 20 p. (with Dominic Kao)
- 2015 “A Data-driven Approach for Computationally Modeling Avatar Customization Behavioral Patterns of Players,” Proceedings of the AAAI Conference on Artificial Intelligence and Interactive Digital Entertainment (AIIDE2015), Santa Cruz, CA. Nov-14 – Nov-18. 7 p. (with Chong-U Lim)
- 2015 “Exploring the Use of Role Model Avatars in Educational Games,” Proceedings of the AAAI Conference on Artificial Intelligence and Interactive Digital Entertainment (AIIDE2015), Santa Cruz, CA. Nov-14 – Nov-18. 7 p. (with Dominic Kao)
- 2015 “A Cognitive and Interpretive Approach to Imaginative and Affective User Experiences: Two Empirical Studies of Lively Interactive Artifacts,” Proceedings of International Association of Societies of Design Research Conference, Nov-2 – Nov-5. pp. 461-475. (with Kenny K. N. Chow, Aditya Kedia, and Ka Yan Wong)
- 2015 “Exploring the Impact of Role Model Avatars on Game Experience in Educational Games.” In *Proceedings of the 2015 Annual Symposium on*

Computer-Human Interaction in Play (CHI PLAY '15). ACM, New York, NY, USA, pp. 571-576. October 4-7. (with Dominic Kao)

- 2015 “Toward Avatar Models to Enhance Performance and Engagement in Educational Games,” Proceedings of the IEEE Conference on Computational Intelligence and Games (CIG2015), Tainan, Taiwan. Aug-31 – Sep 2. 8 pp. (with Dominic Kao)
- 2015 “Understanding Players' Identities and Behavioral Archetypes from Avatar Customization Data,” Proceedings of the IEEE Conference on Computational Intelligence and Games (CIG2015), Tainan, Taiwan. Aug-31 – Sep 2. 8 pp. (with Chong-U Lim)
- 2015 “Developing Computational Models of Players' Identities and Values from Videogame Avatars,” Foundations of Digital Games 2015, Pacific Grove, CA. Jun-22 – Jun 25. 5 pp. (with Chong-U Lim)
- 2015 “Toward Evaluating the Impacts of Virtual Identities on STEM Learning,” Foundations of Digital Games 2015, Pacific Grove, CA. Jun-22 – Jun 25. 3 pp. (with Dominic Kao)
- 2015 “Designing and Analyzing Swing Compass: A Lively Interactive System Provoking Imagination and Affect for Persuasion,” Proceedings of the 10th International Conference on Persuasive Technology, Chicago, IL. Jun-4 – Jun-5. pp. 107 – 120. (with Kenny Chow and Ka Yan Wong)
- 2015 “Revealing Social Phenomena in Videogames using Archetypal Analysis,” Proceedings of the 5th AISB Symposium on Artificial Intelligence and Games. Kent, Canterbury, England, United Kingdom. Apr-20. 6pp. (with Chong-U Lim)
- 2015 “Toward Telemetry-driven Analytics for Understanding Players and their Avatars in Videogames,” Proceedings of ACM SIGCHI Extended Abstracts on Human Factors in Computing Systems. Seoul, South Korea. Apr-18 – Apr-23. pp. 1175 – 1180. (with Chong-U Lim)
- 2014 “Developing Social Identity Models of Players from Game Telemetry Data,” Proceedings of the AAAI Conference on Artificial Intelligence and Interactive Digital Entertainment (AIIDE2014), Raleigh, NC. Oct 3 - Oct 7. 7 pp. (with Chong-U Lim)
- 2014 “An Approach to General Videogame Evaluation and Automatic Generation using a Description Language,” Proceedings of the IEEE Conference on Computational Intelligence and Games (CIG2014), Dortmund, Germany. Aug 26 - Aug 29. pp. 286-293 (with Chong-U Lim)
- 2014 “Stories of Stigma and Acceptance Using the Chimeria Platform,” Electronic Literature Organization Conference 2014: Hold the Light, Milwaukee, WI, June

DATE: January 25, 2021

- 19 – June 21. 3 pp. (with Dominic Kao, Chong-U Lim, Jason Lipshin, and Ainsley Sutherland)
- 2014 “The Chimeria Platform: User Empowerment through Expressing Social Group Membership Phenomena,” The Digital Humanities 2014 Conference, Lausanne, Switzerland, July 8 – July 10. 7 pp. (with Dominic Kao, Chong-U Lim, Jason Lipshin, and Ainsley Sutherland)
- 2014 “Authoring Conversational Narratives in Games with the Chimeria Platform,” Foundations of Digital Games 2014, Fort Lauderdale, FL, April 3 – April 7. Designated Exemplary Paper. 8 pp. (with Dominic Kao, Chong-U Lim, Jason Lipshin, and Ainsley Sutherland)
- 2013 “Modeling Player Preferences in Avatar Customization using Social Network Data,” Proceedings of the IEEE Conference on Computational Intelligence and Games, Niagara Falls, Canada, Aug 11 – August 13. pp. 153-160 (with Chong-U Lim)
- 2013 “Computationally Modeling Narratives of Social Group Membership with the Chimeria System,” Proceedings of the 2013 Workshop on Computational Models of Narrative – a satellite workshop of CogSci 2013: The 35th meeting of the Cognitive Science Society, Berlin, Germany, July 31 –August 3. pp. 123 – 128. (with Chong-U Lim and Dominic Kao)
- 2013 “The Advanced Identity Representation (AIR) Project: A Digital Humanities Approach to Social Identity Pedagogy,” Proceedings of Digital Humanities Conference, Lincoln, Nebraska, July 16 - 19. pp. 210 – 213.
- 2013 “A Digital Humanities Approach to the Design of Gesture-Driven Interactive Narratives,” Proceedings of Digital Humanities Conference, Lincoln, Nebraska, July 16 – 19. pp. 206-210. (with Kenny Chow and Erik Loyer)
- 2013 “Slant: A Blackboard System to Generate^[1]_{SEP}Plot, Figuration, and Narrative Discourse Aspects of Stories,” Proceedings of the Fourth International Conference on Computational Creativity, Sydney, Australia, June 12 – 14. 8 pp. (with Nick Montfort, Rafael Pérez y Pérez, and Andrew Campana)
- 2012 “Exploring Everyday Creative Responses to Social Discrimination with the Mimesis System,” demo abstract, Proceedings of the 2012 International Conference on Computational Creativity, Dublin, Ireland, May 30th – June 1st. 1 p. (with Chong-U Lim, Sonny Sidhu, Christine Yu, Jia Zhang, Ayse Gursoy).
- 2012 “The Arts, HCI, and Innovation Policy Discourse,” extended abstract, Proceedings of the ACM SIGCHI Conference on Human Factors in Computing

- Systems (CHI), May 7, 2012. pp. 1111-1114. (with Jill Fantauzaccoffin, Joanna Berzowska, Ernest Edmonds, Ken Goldberg, and Brian K. Smith)
- 2011 “Enduring Interaction: An Approach to Analysis and Design of Animated Gestural Interfaces in Creative Computing Systems,” Proceedings of the 8th ACM Conference on Creativity and Cognition, November 3-6. pp. 95-104. (with Kenny K. N. Chow)
- 2011 “A Reading of Skeleton Seas of Mare Incognitum: An Interactive Fiction Expedition in Curveship,” extended artist statement, Proceedings of the 8th ACM Conference of Creativity and Cognition, November 3-6. pp. 435-436. (with Nick Montfort)
- 2011 “Steps Toward the AIR Toolkit: An Approach to Modeling Social Identity Phenomena in Computational Media,” Proceedings of the 2011 International Conference on Computational Creativity, Mexico City, April 27-29. pp. 147-152. (with Greg Vargas and Rebecca Perry)
- 2010 “A Cultural Computing Approach to Interactive Narrative: The Case of the Living Liberia Fabric,” position paper, in Proceedings of the Fall 2010 AAAI Symposium on Computational Models of Narrative. pp. 18-20. (with Chris Gonzalez, Hank Blumenthal, Ayoka Chenzira, Natasha Powell, Nathan Piazza, Michael Best)
- 2010 “The Generative Visual Renku Project: Integrating Multimedia Semantics, Animation, and Interface Design.” The Media Showcase, CHI Conference (ACM Conference on Human Factors in Computing Systems). Atlanta, GA. pp. 3013-3018. April 10-15. (with Kenny K. N. Chow)
- 2010 “Embodying Generative Visual Renku: An Approach to Generating Metaphors through Interaction.” Proceedings of the 13th Generative Art Conference GA2010. Politecnico di Milano University, Italy. pp 254-269. (with Kenny K. N. Chow)
- 2009 “Material-Based Imagination: Embodied Cognition in Animated Images,” Proceedings of the 8th Digital Arts and Culture Conference, University of California Press, Irvine. 10 pp. <http://escholarship.org/uc/item/6fn5291r> (with Kenny K.N. Chow)
- 2009 “System Intentionality and the Artificial Intelligence Hermeneutic Network,” Proceedings of the 8th Digital Arts and Culture Conference, University of California Press, Irvine. 8 pp. <http://escholarship.org/uc/item/3rd2s695> (with Jichen Zhu)
- 2009 “Exploring the Potential of Computational Self-Representations for Enabling Learning: Examining At-risk Youths’ Development of

DATE: January 25, 2021

- Mathematical/Computational Agency,” Proceedings of the 8th Digital Arts and Culture Conference, University of California Press, 10 pp. Irvine.
<http://escholarship.org/uc/item/4b6913rb> (with S. Veeragoudar Harrell)
- 2009 “Computational and Cognitive Infrastructures of Stigma: Empowering Identity in Social Computing and Gaming,” Proceedings of the 7th Association for Computing Machinery (ACM) Conference on Cognition and Creativity, New York: ACM Press. pp. 49-58.
- 2009 “Avatar Art: Transformative Outcomes of the Advanced Identity Representation Project,” Proceedings of the 15th International Symposium on Electronic Art (ISEA), University of Ulster, Ulster, Northern Ireland. Digital Proceedings, ISBN:978-1-905902-05-7. 6 pp.
- 2009 “Memory, Reverie Machine: Toward a Dance of Agency in Interactive Storytelling,” Proceedings of the 15th International Symposium on Electronic Art (ISEA), University of Ulster, Ulster, Northern Ireland. Digital Proceedings, ISBN: 978-1-905902-05-7. 4 pp. (with Jichen Zhu)
- 2009 “Define Me: A Cognitive and Computational Approach to Critical Digital Identity Representation in Social Networking Applications,” Proceedings of the 2009 Digital Humanities Conference, Association for Literary and Linguistic Computing, University of Maryland, College Park, MD. pp. 130-136.
http://www.mith2.umd.edu/dh09/wp-content/uploads/dh09_conferenceproceedings_final.pdf (with Daniel Upton, Ben Medler and Jichen Zhu)
- 2009 “The Artificial Intelligence (AI) Hermeneutic Network: A New Approach to Analysis and Design of Intentional Systems,” Proceedings of the 2009 Digital Humanities Conference, Association for Literary and Linguistic Computing, University of Maryland, College Park, MD. pp. 301-304.
http://www.mith2.umd.edu/dh09/wp-content/uploads/dh09_conferenceproceedings_final.pdf (with Jichen Zhu)
- 2009 “Active Animation: An Approach to Interactive and Generative Animation for User-Interface Design and Expression.” Proceedings of the 2009 Digital Humanities Conference. pp. 350-353. http://www.mith2.umd.edu/dh09/wp-content/uploads/dh09_conferenceproceedings_final.pdf (with Kenny K.N. Chow)
- 2009 “Agency Play: Dimensions of Agency for Interactive Narrative Design,” Proceedings of the AAAI 2009 Spring Symposium on Narrative Intelligence II. Menlo Park, CA: AAAI Press, pp. 156-162. (with Jichen Zhu)
- 2008 “Daydreaming with Intention: Scalable Blending-Based Imagining and Agency in

- Generative Interactive Narrative,” Proceedings of the AAAI 2008 Spring Symposium on Creative Intelligent Systems. Menlo Park, CA: AAAI Press, pp. 156-162 (with Jichen Zhu)
- 2006 “Walking Blues Changes Undersea: Imaginative Narrative in Interactive Poetry Generation with the GRIOT System,” Proceedings of the AAAI 2006 Workshop in Computational Aesthetics: Artificial Intelligence Approaches to Happiness and Beauty. Menlo Park, CA: AAAI Press, pp. 61-69.
- 2005 “Shades of Computational Evocation and Meaning: The GRIOT System and Improvisational Poetry Generation,” Proceedings of the 6th Digital Arts and Culture Conference. Copenhagen, Denmark: IT University of Copenhagen, pp. 133-143.
- 2004 “Style as Choice of Blending Principles,” Proceedings of the AAAI Fall 2004 Symposium on Style and Meaning in Language, Art, Music and Design. Menlo Park, CA: AAAI Press, pp. 49-56 (with Joseph Goguen)

Other Publications - Non-Refereed

- 2020 “We made a realistic deepfake, and here’s why we’re worried,” Op. Ed., Boston Globe, Boston, MA, October 12, 2020. (with Francesca Panetta and Pakinam Amer)
- 2011 “Phantasmal Media/Subjective Computing” International Review of African American Art, 23 (3), article sidebar.
- 2011 Proceedings of the Second International Conference on Computational Creativity, (editor with Dan Ventura, Pablo Gervás, Mary Lou Maher, Alison Pease and Geraint Wiggins), April 2011. 165 pp.
- 2011 “Gesture, Rhetoric, and Digital Storytelling” White Paper, Digital Humanities Start-Up Grant, NEH Report. 22 pp.
- 2011 “Strategies for Arts + Science + Technology Research: Executive Report on a Joint Meeting of the National Science Foundation and the National Endowment for the Arts,” NSF report. 18 pp.
- 2010 “Phantasmal Fictions,” American Book Review, (31) 6, Joseph Tabbi, editor. September/October 2010. pp. 4-6.
<http://www.electronicbookreview.com/thread/fictionspresent/phantasmal>
- 2010 Identity and Online Avatars: A Discussion,” Kotaku,
<http://kotaku.com/5523384/identity-and-online-avatars-a-discussion>, April 24.
- 2003 “Ghost Values – Infrastructures of Digital Design Conference Review,”

DATE: January 25, 2021

Convergence: The Journal of Research into New Media Technologies. Vol. 9, No. 3, pp. 106-110

Selected Press

- 2020 “Examining racial attitudes in virtual spaces through gaming,” Rachel Gordon, *MIT News*. September 17.
- 2020 “On July 20, MIT Virtuality launches “In Event of Moon Disaster,” MIT Open Learning, *MIT News*. July 14.
- 2020 “Deepfake Technology Enters the Documentary World,” Joshua Rothkopf, *New York Times*. July 1.
- 2019 “Virtual reality game simulates experiences with race,” Suzanne Day, *MIT News*. May 16.
- 2019 “Exploring hip hop history with art and technology,” Suzanne Day, *MIT News*. December 20.
- 2018 “MIT Open Learning launches Center for Advanced Virtuality,” Liz Jukovsky, *MIT News*. November 27.
- 2018 “Exploring the future of learning through virtual and augmented reality,” Steve Nelson, *MIT News*. October 28.
- 2018 “3Q: D. Fox Harrell on his video game for the #MeToo era,” Larry Hardesty, *MIT News*. January 19.
- 2018 “Virtual Enemy at the MIT Museum,” Wai Chee Dimock. *Los Angeles Review of Books*. January 8.
- 2018 “Looking Virtual Reality in the Eye,” *Soonish* podcast. January 5.
- 2017 “A Look Back at Some of the Best Exhibitions Still on View.” *Open Studio with Jared Bowen*. Television Interview. PBS (WGBJ). December 22.
- 2017 “This VR Exhibit Lets You Connect with the Human Side of War,” Wade Roush, *MIT Technology Review*. December 6.
- 2017 “Face To Face With 'The Enemy,' Viewers Explore Conflict In Virtual Reality At MIT,” Alexa Vazquez, *NPR* (radio). November 30.
- 2017 “‘The Enemy’ Review: Facing Down Conflict,” Edward Rothstein, *The Wall*

- Street Journal*. November 4.
- 2017 “Models of Identity,” John Pavlus, *Spectrum*. Winter 2017.
- 2017 “MIT professor to discuss virtual identity at WSU,” Kyle Farris. *Winona Daily News*. March 13.
- 2017 “Prejuicios y estereotipos en las redes: cómo terminar con ellos,” Andrea López. *TecReview* (Mexican periodical; English translation: “Prejudices and stereotypes on networks: how to end them”). February 17.
- 2017 “Phantasm,” *Props*. #24. <http://www.propspaper.com/issues/issue-24/issue-24>
- 2016 “Face to Face with ‘The Enemy,’” Sharon Lacey. *MIT News*. December 2.
- 2016 “Meeting ‘the Other’ Face to Face,” Randy Kennedy. *The New York Times*. October 26, (in print: Sunday Edition: October 30).
- 2015 “[Book Review:] Phantasmal Media: An Approach to Imagination, Computation, and Expression,” *Leonardo*. Brian Reffin Smith.
- 2015 “Review: D. Fox Harrell, Phantasmal Media, Cambridge, MA: MIT Press, 2013,” Judy Malloy, *Content | Code | Process*.
- 2015 “Designing virtual identities for empowerment and social change,” Daniel Evans Pritchard, *MIT News* and *MIT SHASS Communications*, October 23.
- 2014 Book Review (highly recommended), P. L. Kantor, *Choice: Current Reviews for Academic Libraries*.
- 2014 “Ghost Buster: John Harwood on D. Fox Harrell’s *Phantasmal Media*,” John Harwood, ARTFORUM, Summer 2014.
- 2013 “Building culture in digital media,” Peter Dizikes, *MIT News*, October 23.
- 2013 “UC San Diego Alumnus Publishes Manifesto on Computing for New Forms of Cultural Expression,” Doug Ramsey, UCSD News Office, http://ucsdnews.ucsd.edu/pressrelease/uc_san_diego_alumnus_publishes_manifesto_on_computing_for_new_forms_of_cult, October 28, 2013.
- 2013 “MIT-forsker og kunstner: »Vores hjerne begrænser computeren«,” Laura Engstrøm, *Ingeniøren*, (interview by Danish engineering periodical, English title: “MIT researcher and artist: ‘The computer’s limit is the human imagination’”). September 1.
- 2013 “The New Digital Storytelling Series: D. Fox Harrell,” *Filmmaker Magazine*,

DATE: January 25, 2021

Open Documentary Lab interview, May 16.

<http://filmmakermagazine.com/70611-the-new-digital-storytelling-series-d-fox-harrell/>

- 2013 “Top Ten,” *ARTFORUM*, 51 (5), Arthur and Marilouise Kroker.
- 2011 “Phantasmal Media/ Subjective Computing – the ICE Lab (MIT),” *The Creativity Post*, November 11.
http://www.creativitypost.com/technology/phantasmal_media_subjective_computing_introduction_to_the_ice_lab_mit
- 2011 “How An Artist-Scientist Conjuror Thinks, Works and Lives,” (featured article on my work), *International Review of African American Art*, 23 (3), Anne Khaminwa. 5 pp.
- 2011 “Identity, Avatars, Virtual Life - and Advancing Social Equity in the ‘Real’ World,” Digital Media and Learning (DML) Central,
<http://dmlcentral.net/blog/liz-losh/identity-avatars-virtual-life-and-advancing-social-equity-%E2%80%99real%E2%80%99-world>, Liz Losh, March 1.
- 2010 “Harrell convenes thought-leaders to catalyze new research informed by science, humanities and arts disciplines,” Kathryn O’Neill and Emily Hiestand, MIT News,
<http://web.mit.edu/newsoffice/2010/nea-nsf-meeting.html>, December 2.
- 2010 “Chimeric Avatars and Other Identity Experiments from Prof. Fox Harrell,” Elizabeth Soep, interviewer. <http://boingboing.net/2010/04/19/chimerical-avatars-a.html>, April 19.

LIST OF THESES SUPERVISED

Ph.D.

- In Progress Danielle Olson, t.b.d., MIT EECS (CSAIL) Ph.D. student, thesis supervisor
- 2020 Pablo Ortiz, “Deeper Learning at Scale with Roleplaying Systems,” MIT EECS (CSAIL) Ph.D. student, thesis supervisor.
- 2017 Dominic Kao, “Researching and Developing the Impacts of Virtual Identity on Computational Learning Environments,” MIT EECS (CSAIL) Ph.D. student, thesis supervisor.
- 2016 Chong-U Lim, “Me, My Avatar(s), and AI: Computational Models of Users and Virtual Identities for Analysis, Design, and Development,” MIT EECS (CSAIL) Ph.D. student, thesis supervisor

- 2010 Kenny K. N. Chow, “An Embodied Cognition Approach to Analysis and Design of Generative and Interactive Animation,” advisor
- 2010 Steve Hodges, “The Digital Absurd,” committee member
- 2009 Jichen Zhu, “Intentional Systems and Artificial Intelligence (AI) Hermeneutic Network: Expressive Intentional System Theory and Design,” advisor

S.M./M.Eng.

- 2021 Megan Prakash, t.b.d., MIT EECS, M. Engineering student, advisor
- 2021 Andrea Kim, t.b.d., MIT CMS S.M. student, advisor
- 2021 JJ Otto, t.b.d., MIT CMS S.M. student, committee member
- 2018 Danielle Olson, “Exploring the Role of Racial and Ethnic Socialization in Virtual Reality (VR) Narratives,” MIT EECS (CSAIL) S.M. thesis supervisor
- 2018 Aziria Rodriguez, “Seizing the Memes of Production: Political Memes in Puerto Rico and the Puerto Rican Diaspora,” MIT CMS S.M. student, committee member
- 2017 Maya Wagoner, “Technology Against Technocracy: Toward Design Strategies for Critical Community Technology,” MIT CMS S.M. student, committee member
- 2017 Yao Tong, “Narrative as an Aid for the Doctor-Patient Relationship in China,” MIT CMS S.M. student, committee member
- 2016 Andy Kelleher Stuhl, “Listening in Code: Process and Politics in Interactive Musical Works,” MIT CMS S.M. student, committee member
- 2016 Deniz Tortum, “Embodied Montage: Reconsidering Immediacy in Virtual Reality,” MIT CMS S.M. student, committee member
- 2015 Ainsley Sutherland, “Staged Empathy: Empathy and Visual Perception in Virtual Reality Systems,” MIT CMS S.M. student, co-advisor
- 2013 Chong-U Lim, “Modeling Player Self-Representation in Multiplayer Online Games Using Social Network Data,” MIT EECS (CSAIL) Ph.D. student, S.M. thesis advisor
- 2013 Ripujeet “Sonny” Sidhu, “Poetics of the Videogame Setpiece,” MIT CMS S.M. student, advisor

DATE: January 25, 2021

- 2013 Jia Zhang, "Information Visualization as Creative Nonfiction," MIT CMS S.M. student, advisor
- 2011 Greg Vargas, "A Cognitive Categorization-Based Approach for Understanding Identity Representation Online," MIT EECS M. Engineering student, advisor
- 2011 Aaron Reed, "A Sequence of Possibilities: Constructive fictions, quantum authoring, and the search for an ideal story system," University of California, Santa Cruz, M.F.A. student, committee member
- 2010 Peggy Chi (MIT Media Lab), "Raconteur: From Intent to Stories," MIT Media Arts and Sciences S.M. student, committee member
- 2010 Simon Ferrari, "The Judgment of Procedural Rhetoric," Georgia Institute of Technology, Digital Media M.S. student, committee member
- 2010 Jenifer Vandagriff, "Follow ME: A Digital Performance Activist Tool," Georgia Institute of Technology, Digital Media M.S. student, committee member
- 2009 Daniel Shane Upton, "The Identity Share Project," Georgia Institute of Technology, Digital Media M.S. student, co-advisor (School of Literature, Communication, and Culture Outstanding Master's Project Award)
- 2009 Heerin Lee, "Connected Space," Georgia Institute of Technology, Digital Media M.S. student, committee member
- 2009 Adam Rice, "Strip Mall Ecology: Employing Digital Media to Represent Urban Spaces," Georgia Institute of Technology, Digital Media M.S. student, committee member
- 2009 Jisun An, "Lunch Log: An Online Photographic Food Diary for Middle Childhood," Georgia Institute of Technology, Digital Media M.S. student, committee member
- 2009 Leah Mickens, "Rescuing the Legacy Project: A Case Study in Digital Preservation and Technical Obsolescence," Georgia Institute of Technology, Digital Media M.S. student, committee member
- 2009 Ray Vichot, "Doing it for the lulz?": Online Communities of Practice and Offline Tactical Media," Georgia Institute of Technology, Digital Media M.S. student, committee member
- 2009 Evan Mandel, "The Ungrind: A Methodology for Promoting Non-Achiever Play

Motivations,” Georgia Institute of Technology, Digital Media M.S. student, committee member

2008 Micha Horvat, “Conflict Engine: Privileging Drama in Drama Management,” Georgia Institute of Technology, Digital Media M.S. student, committee member

B.S.

2012 Christine Yu, MIT Writing and Humanistic Studies S.B. student, UROP advisor

2009 Samantha Mach, “Female Representations in Cyberpunk Anime,” Computational Media B.S. student, senior thesis advisor

TEACHING

Massachusetts Institute of Technology

Introduction to Media Studies (CMS.100)

Developed syllabus. Offers an overview of the social, cultural, political, and economic impact of mediated communication on modern culture. Combines critical discussions with experiments working with different media. Media covered include radio, television, film, the printed word, and digital technologies.

Media and Methods: Seeing and Expression (CMS.405)

Developed syllabus. A required undergraduate course on creating and analyzing digital visual images from historical and theoretical perspectives with an emphasis on art and design. Topics include: image-making as a cognitive and perceptual practice, production of visual significance and meaning, and the role of technology in creating and understanding digital images.

Workshop I (CMS.950)

Developed syllabus. A core graduate seminar and project-oriented course exploring the social and historical contexts of media technologies ranging from orature (oral literature) to computer programming languages, the nature of technological literacies, and uses of technology to represent social identities.

Advanced Identity Representation (CMS.628/828)

Developed course. A graduate/undergraduate course on social identity in digital media grounded in sociology, cognitive science, and computer science—including inventing new technologies that are more empowering and expressive for users. Issues explored include how social categories are formed in digital media including race, ethnicity, and gender.

Phantasmal Media: Theory and Practice (CMS.314/814)

Developed course. A graduate/undergraduate course on the theory and practice of using computational techniques for developing expressive computational works. Readings engage a variety of theoretical perspectives from cognitive linguistics, literary and cultural theory, semiotics, digital media arts, and computer science.

DATE: January 25, 2021

Imagination, Computation, and Expression Studio (CMS.627/827)

Developed course. A graduate/undergraduate course on inventing and analyzing new forms of computer-based art, gaming, social media, interactive narrative, and related technologies. Topics vary year to year; examples include cognitive science and AI-based art; social aspects of game design; computing for social empowerment; and character, avatar, and online profile design.

Black Matters: Introduction to Black Studies (CMS/105J/21H.106/21L.008/21W.741/24.912/WGS.190)

An undergraduate course focused on engaging and producing analyses and media works about Africans and their descendants throughout the diaspora, exploring what they reveal about the making and unmaking of various hierarchies of power in the United States and beyond—based on race, ethnicity, class, gender, religion, sexuality, etc. This work asks students to identify and analyze general global patterns of domination and liberation using linguistics, media studies, education, the arts, history, systems thinking, technology studies, and more, to examine how theories and concomitant attitudes about “Black Matters” have shaped, and have been shaped by, global events through struggle, rebellion, critique, and innovation.

Virtuality & Presence (CMS.627/CMS.827/4.S52)

Co-developed course. A graduate/undergraduate on inventing and analyzing new forms of extended reality (XR) experiences, computer-based art, gaming, social media, interactive narrative, and related technologies. The course addresses topics including virtual reality, augmented reality, alternate reality, hybrid reality, virtual worlds, virtual selves, presence, and more.

Georgia Institute of Technology

Design, Technology, and Representation (LCC 6312)

Developed syllabus. A core graduate level course on production and analysis of representational technologies (with foci on social identity representation and computational literacies).

Technologies of Representation (LCC 3314)

Developed syllabus. A required undergraduate course on production and analysis of representational technologies (with foci on computational literacies and social identity).

Special Topics in Technologies of Representation – African Cinema and Digital Media (LCC 3314/8831)

Co-Developed and Co-Taught course. A special version of a required graduate/undergraduate course on production and analysis of representational technologies with a focus on African cinema, the arts, and digital media.

Principles of Visual Design (LCC 2720)

Developed syllabus. A required undergraduate course on digital design focusing on principles of design, semiotics, psychology of design, typography (static and dynamic), and information design.

Project Studio/Lab: Imagination, Computation, and Expression (LCC 6650)

Developed course. A required graduate research and project-based course exploring the intersection of cognition and computational expression through theory and practice.

Interactive Fiction (LCC 6317)

Developed syllabus. A graduate course on the design and analysis of computational narrative systems.

Interactive Narrative (LCC 4720)

Developed syllabus. An undergraduate course on the design and analysis of computational narrative systems.

Undergraduate Research: Imagination, Computation, and Expression (LCC 2699/4699)

Developed syllabus. An undergraduate course involving students in ongoing research projects.

University of California, San Diego

User Interface Design: Social and Technical Issues (CSE 171)

Head Teaching Assistant, Spring 2002, Spring 2006: Led all discussion sections, managed other teaching assistants, and fulfilled other educational obligations for an upper-division computer science class of 160+ students. Substituted as lecturer on several occasions.

Computational Narrative (CSE 87)

Co-Developed and Co-Taught course. Lecturer, Winter 2004: A freshman seminar on Computational Narrative.

Programming Languages (CSE 130)

Head Teaching Assistant, Winter 2002, Winter 2004: Led all discussion sections, managed other teaching assistants, helped to design tests, and fulfilled other educational obligations for an upper-division computer science class of 160+ students. Substituted as lecturer on several occasions.

Design and Analysis of Experiments (Cognitive Science 14)

Teaching Assistant, Fall 2002: Led discussion sections, and fulfilled other educational obligations for a lower-division cognitive science class of 100+ students.

User Interface Design: Social and Technical Issues (CSE 271, 171)

Guest instructor, Spring 2002: Taught four classes in User Interface Design at the graduate and upper-division undergraduate levels.