



# Golan Levin

## Curriculum Vitae, Summer 2017

Director, Frank-Ratchye STUDIO for Creative Inquiry  
Associate Professor of Electronic Art  
Associate Professor (by Courtesy) of Design, Architecture,  
Entertainment Technology, and Computer Science  
Carnegie Mellon University

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## Biography

Golan Levin is an artist, engineer, researcher and educator interested in new intersections of machine code, visual culture, and critical making. His work combines equal measures of the whimsical, the provocative, and the sublime in an eclectic variety of online, installation and performance media. Through responsive artifacts, virtual environments, and media provocations, Levin applies creative twists to digital technologies that highlight our relationship with machines, expand the vocabulary of human action, and awaken participants to their own potential as creative actors. His projects have engaged themes and materials such as interactive gestural robotics; the tactical potential of personal digital fabrication; new aesthetics of nonverbal interaction; and information visualization as a mode of critical inquiry.

Levin is presently Associate Professor of Electronic Art at Carnegie Mellon University (CMU), where his pedagogy is concerned with the use of computation as a medium for critical inquiry and cultural innovation. He teaches code-oriented "studio courses in computer science" on themes like experimental interaction design, tactical media, generative form, and visualization. Levin holds courtesy appointments in CMU's School of Design, School of Architecture, Computer Science Department, and Entertainment Technology Center. Since January 2009 he has also served as Director of CMU's Frank-Ratchye STUDIO for Creative Inquiry, a laboratory dedicated to the support of atypical, anti-disciplinary and inter-institutional research at the intersection of arts, science, technology and culture.

Levin has spent more than 20 years as an artist embedded within high-technology research environments, including the MIT Media Laboratory, Ars Electronica Futurelab, Interval Research Corporation, and the Eyebeam Center for Art and Technology. His work is included in the permanent collection of the Museum of Modern Art (MoMA), has appeared in the Whitney Biennial, and has been recognized with grants from Creative Capital, the Rockefeller MAP Fund, and others. A two-time TED speaker, Levin was named one of "50 Designers Shaping the Future" by *Fast Company* magazine in October 2012.

Levin writes: "I am interested in the *medium of response*, and in the conditions that enable people to experience creative feedback with reactive systems. I am drawn to the critical and revelatory potential of visualization—whether brought to bear on a single participant, or the world of data we inhabit. I am engaged in the use of generative computation to divine both new and timeless principles of expressive form. And I am fascinated by how abstraction can connect us to a reality beyond language, and the ways in which our gestures and traces, thus abstracted, can reveal the unique signatures of our spirits."

## Education

Massachusetts Institute of Technology, MIT Media Laboratory, Cambridge, MA.  
Master of Science in Media Arts and Sciences, August 2000.  
Research area: Aesthetics and Computation (Advisor: John Maeda).  
MS Thesis: *Painterly Interfaces for Audiovisual Performance*.

Massachusetts Institute of Technology, Cambridge, MA.  
Bachelor of Science in Art and Design, June 1994.  
Minor in Music Theory and Composition.

## **Employment at Carnegie Mellon University (CMU), 2004-**

**Faculty, School of Art, CMU College of Fine Arts.** January 2004 - Present.

Associate Professor of Electronic Art, with Tenure. September 2010-Present.

Associate Professor of Electronic Art. September 2007-August 2010.

Assistant Professor of Electronic Art, January 2004-August 2007.

In 2008, I helped lead the design of a progressive curriculum shift in the School of Art, to include a required foundation course in creative coding and interactivity ("EMS2: Interactivity") for all Art sophomores. Since 2008 I have served as the School of Art's academic advisor to students pursuing CMU's hybrid Bachelor of Computer Science and Arts (BCSA), an "integrated double-degree" program which I co-designed. My self-designed studio courses at Carnegie Mellon include: *Experimental Capture*; *Interactive Art and Computational Design*; *Introduction to Computation for Creative Practices*; *Interactive Technologies for Live Performance*; *Information Visualization as Art Practice*; and *Audiovisual Systems and Machines*.

**Director, Frank-Ratchye STUDIO for Creative Inquiry.** January 2009-Present.

Since 2009, I have served as the (half-time) Director of the Frank-Ratchye STUDIO for Creative Inquiry, a flexible kitchen for new modes of arts research, production and presentation. The STUDIO is dedicated to atypical, anti-disciplinary, and inter-institutional research at the intersection of arts, science, technology and culture. As the research laboratory of CMU's College of Fine Arts, the STUDIO supports the arts-research of CMU's faculty, staff, and students; organizes a wide range of free and low-cost outreach activities, such as lectures, workshops, and conferences; publishes code and other open-source resources for artists and designers; and hosts artists-in-residence, with the objective of providing apprenticeship opportunities for students, and serving as a center of excellence in new forms of cultural production. The STUDIO's present emphasis on new media arts builds on more than two decades of experience hosting interdisciplinary artists in an environment enriched by world-class science and engineering departments.

### **Courtesy Appointments and Other Interdisciplinary Activities**

At Carnegie Mellon University, I hold secondary (courtesy) appointments in the School of Design, the School of Architecture, the Computer Science Department, and the Entertainment Technology Center. In service of these, I frequently advise students from a wide range of programs, both formally and informally.

I also serve on the steering committee of, and teach courses in, CMU's Integrative Design, Arts and Technology (IDeATe) Network, an interdepartmental consortium for undergraduate education in new media arts.

## **Previous Employment, 1994-2003**

### **Adjunct Professor in Computational New Media Arts**

Parsons School of Design, Department of Design and Technology, New York City, NY: 2001-2003.

The Cooper Union, School of Art, New York City, NY: 2001-2002.

Columbia University, Department of Art, New York City, NY: 2000.

### **Interval Research Corporation, Palo Alto, CA.**

Member of the Research Staff, June 1994 to June 1998. Worked as an interaction (UX/UI) designer, software developer and idea hamster on the creation of prototype tools and toys for multimedia play and production.

## Solo and Two-Person Exhibitions

- Golan Levin. Aksioma Project Space, Ljubljana, Slovenia. 2014.  
*The Gesture in Paint and Software: Helen Levin and Golan Levin*. Staten Island Museum, 2012.  
*Golan Levin: Eyecode: Works by Golan Levin*. Beall Center for Art and Technology, Irvine, CA. 2011.  
*Golan Levin: Looking at Looking at Looking*. Pittsburgh Center for the Arts. 2011.  
*Golan Levin*. Arts West Gallery, Elon University, Elon, NC. 2011.  
*Golan Levin*. Kiasma Mediatheque, Kiasma Art Center, Helsinki, Finland, 2010.  
*Golan Levin*. bitforms gallery, New York City, 2007.  
*Golan Levin / Zachary Lieberman*. NTT InterCommunications Center (ICC), Tokyo, Japan, 2006.  
*Golan Levin / Casey Reas*. bitforms gallery, New York City, 2002.  
*Golan Levin / Anne-Katrin Grotepass*. Moving Image Gallery, New York City, 2001.

## Select Group Exhibitions (2000-)

Additional information about the exhibitions below (including names of curators, presentation dates, artwork titles, and links to online websites), where available, can be found at <http://flong.com/bio/exhibitions/>.

- 2017 *Robotronica Festival*. QUT Art Museum, Brisbane, Australia.  
*Gesten: Gestern - Heute - Übermorgen*. Saxon/Chemnitz Museum of Industry, Chemnitz, Germany.  
*#NODE17 (Node Forum for Digital Arts)*. Künstlerhaus Mousonturm, Frankfurt am Main, Germany.  
*3D, Printing the World*. Espacio Fundación Telefónica, Madrid, Spain.  
*Computing Sound and Visual Poetry*. Electronic Literature Conference 2017. Porto, Portugal.
- 2016 *Day for Night Festival*, Houston, TX.  
*Why Future Still Needs Us: AI and Humanity*. Art Center NABI, Seoul, South Korea.  
*Climactic: Post Normal Design*. Miller Gallery, Carnegie Mellon University, Pittsburgh, PA.  
*HUMAN FACTOR – Endless Prototyping*. Volkswagen Group Design Forum, Berlin, Germany.  
*Making a Difference / A Difference in Making*. Red Dot Design Museum, Essen, Germany.  
*New Gameplay*. Nam June Paik Art Center, Yongin, South Korea.  
*Meta.Morf 2016: Nice to Be in Orbit!* Trondheim Biennale for Art and Technology, Trondheim, Norway.  
*Alt-AI Exhibition*. School for Poetic Computation, NYC.  
*Extra Phantômes*, La Gaîté Lyrique, Paris, France.
- 2015 *Prix Ars Electronica Exhibition*. Ars Electronica Center and Offenes Kulturhaus, Linz, Austria.  
*This Is for Everyone: Design Experiments for the Common Good*. Mus. of Modern Art (MoMA), NYC.  
*F.A.T. Gold: San Francisco*. Gray Area Foundation for the Arts, San Francisco, CA.  
*Making a Difference / A Difference in Making*. Palais Des Beaux-Arts, Brussels, Belgium.  
*Short Cuts*, Kunsthaus CentrePasquArt, Biel/Bienne, Switzerland.  
*Creative Technologies*, Macy Gallery, Columbia University, NYC.  
*Scrapple* (acquisition), Universum Center, Bremen, Germany.  
*The Informed Body*, NODE 2015 Conference, Frankfurt, Germany.
- 2014 *Beautiful Users*. Cooper-Hewitt, Smithsonian National Design Museum, NYC.  
*Neutraal*. Het Nieuwe Instituut, Rotterdam, Netherlands.  
*Cinekid MediaLab Exhibition*. Cinekid Festival, Amsterdam, Netherlands.  
*Ars Electronica in the Knowledge Capital*. Knowledge Capital, Osaka, Japan.
- 2013 *INTER[IN]VENTION / INTER[IN]VENÇÃO*. Fundação Eugénio de Almeida, Évora, Portugal.  
*F.A.T. GOLD: Free Art and Technology*. MU ArtSpace, Eindhoven, Netherlands.  
*Exposición: Render, Animación Digital*. Espacio Fundación Telefónica, Lima, Peru.  
*Radical Fictions: IV Mostra de Arte Digital*. Instituto Tomie Ohtake, São Paulo, Brazil.

- Arte y Tecnología: Artists as Catalysts*. Alhóndiga Bilbao, Bilbao, Spain.
- F.A.T. Lab (Too Lazy to Fail)* at CLICK Festival, Elsinore, Denmark.
- Datascape*. The Block, Queensland University of Technology, Brisbane, Australia.
- Designs of the Year*. London Design Museum, London.
- Digital Cultures in the Age of Big Data (Exhibition)*. Bowling Green State University, OH.
- F.A.T. Gold: Five Years of Notorious R&D*. Eyebeam Center for Art and Technology, NYC.
- Flow, Just Flow: Variations on a Theme*. University of Richmond Museum, Richmond, VA.
- Museum As Manufacturer*. Museum of Arts and Design, NYC.
- Scrapple* (acquisition). San Francisco Exploratorium, San Francisco, CA.
- See Yourself Sensing*. San Jose State University, San Jose, CA.
- Singularité Exposition*. Biennale Internationale Design, Saint-Étienne, France.
- Spontaneous Interventions: Design Actions for the Common Good*. Chicago Cultural Center, IL.
- The Lab: Ars Electronica Exhibition*. ITU Telecom World 2013, Bangkok, Thailand.
- The Science of Digital Fabrication*. MIT Center for Bits and Atoms, Cambridge, MA.
- 2012 *Tokyo Sound Poetry Festival*. Asahi Art Square, Tokyo, Japan.
- Prix Ars Electronica Exhibition*, Ars Electronica Festival, Linz, Austria.
- Re:Face* (acquisition). Tech Museum of Innovation, San Jose, CA.
- Spontaneous Interventions, Design Actions*. US Pavilion, 13th Venice Architecture Biennale, Italy.
- AI-Plus*. National Taiwan Museum of Fine Arts, Taiwan.
- Coded Perception*. SETUP Medialab, Utrecht, Netherlands.
- SPEED SHOW: GML*, part of *Backjumps: 'Rock The Block'*. Berlin, Germany.
- Lampo Exhibition*. Aurum Culture Center / Metro Olografix 2012. Pescara, Italy.
- 2011 *Talk to Me*. The Museum of Modern Art (MoMA), NYC.
- See Yourself Sensing: Redefining Human Perception*. Work Gallery, London, England.
- Blink! Light, Sound and the Moving Image*. Denver Art Museum, Denver, CO.
- Distributed Collectives*. Little Berlin Gallery, Philadelphia, PA.
- Robot Film Festival* (screening). 3LD Art and Technology Center, NYC.
- Written Images Exhibition*. Lab for Electronic Art and Performance (LEAP), Berlin, Germany.
- Light on Hannover* (screening). Neues Rathaus, Hannover, Germany.
- Pulse Art + Technology Festival*, Jepson Center for the Arts, Savannah, GA.
- Mikser Festival 2011*. Belgrade, Serbia.
- 2010 *Data Mining*. A+D Gallery, Columbia College, Chicago, IL.
- Macht Musik*, Technisches Museum Wien, Vienna, Austria.
- LoveBytes Digital Arts Festival*, Sheffield Museums, England.
- Ocus Pocus*, Visualiseringscenter C, Norrköping, Sweden.
- SFR Player*, DigitalArti Gallery, Paris, France.
- Cinekid Festival*. Amsterdam, Netherlands.
- Bouillants #2*. Brest, Paris and Brittany, France.
- Vantage*. Archer Gallery, Clark College, Portland, OR.
- PassengerARTspace*, Vienna Airport. Austria.
- 2009 *Decode: Digital Design Sensations*. Victoria & Albert Museum, London, England.
- Hybrid Geographies*. SUNY Stony Brook SAC Gallery. Stony Brook, NY.
- Experimenta Playground*. Pinnacles Gallery, Riverway Arts Centre Complex, Queensland, Australia.
- Tweak Festival*, Limerick, Ireland.
- Collider: Interactivity and New Media*. University of Akron, OH.
- See This Sound*. Lentos Kunstmuseum, Linz, Austria.
- Art and Electronic Media* (screening). bitforms gallery, NYC.
- Gesto del Suono* (screening). Centro Trevi, Bolzano, Italy.
- Direct Digital*. Modena, Italy.

- Loops Exhibition*. Boston Cyberarts Festival 2009, MIT Museum, Boston, MA.  
*STRP Festival*, Klokgebouw Center, Eindhoven, Netherlands.  
*Pictopia Exhibition*. Haus der Kulturen der Welt, Berlin, Germany.  
*Notation: Kalkül und Form in den Künsten*. ZKM, Karlsruhe, Germany.
- 2008 Kibla Multimedia Center, Maribor, Slovenia.  
*Re:Face* (acquisition). Papalote Museo del Niño, Mexico City, Mexico.  
*Version Bêta*. Centre pour l'Image Contemporaine Saint-Gervais, Geneva, Switzerland.  
 PLUTO Festival. Nijdrop Center, Opwijk, Belgium.  
*YOUiverse: 3rd Bienal Internacional de Arte Contemporáneo de Sevilla (BIACS3)*. Seville, Spain.  
 New Media Meeting 2008. Norrköping, Sweden.  
*Robot250 BigBots*. Pittsburgh Center for the Arts, Pittsburgh, PA.  
*Licht Kunst Werke*. Technorama Science Center, Winterthur, Switzerland.  
*Flirting with Sound*. ELEMENTS Mall, Tsim Sha Tsui, Kowloon, Hong Kong.  
*Magic Moments*. NetCultureSpace, Vienna, Austria.  
*Under Surveillance*. Kohler Arts Center, Sheboygan, WI.  
*Beaulab*. Centre Beaulieu, Nantes, France.  
*Pittsburgh Biennial*. Pittsburgh Center for the Arts, Pittsburgh, PA.  
*Digital Senses*. Center for Contemporary Art, Kyiv, Ukraine.  
*Holy Fire: Art of the Digital Age*. iMAL Gallery, Brussels, Belgium.  
*Update II Media Arts Biennial*. Kunstenplatform Zebrastraat, Ghent, Belgium.  
*Art in Mobile* (screening). Galerie De Meerse, Hoofddorp, Netherlands.  
*Experimenta Playground* (touring exhibition). Western Australian Museum, Perth, Australia.  
*Experimenta Playground*. Anne and Gordon Samstag Museum of Art, Adelaide, Australia.  
*Experimenta Playground*. CarriageWorks, Sydney, Australia.
- 2007 *Experimenta International Biennial of Media Art*. Arts Centre BlackBox, Melbourne, Australia.  
*Prix Ars Electronica Exhibition* at Florence Biennale, Florence, Italy.  
*iDAT (Interactive Design, Art and Technology)*. Singapore Science Centre, Singapore.  
*Shanghai eArts*. Shanghai Science and Technology Museum, China.  
*FAD (Festival de Arte Digital)*. Casa do Conde, Belo Horizonte, Brazil.  
*Agosto Digital: Arte y Nuevas Tecnologías*. Centro Cultural España Córdoba, Córdoba, Argentina.  
*Alive Liquid Interactive Creative Expressive*. Hangaram Design Museum, Seoul, Korea.  
*Source Code: 10th Anniversary Exhibition*. Eyebeam Center for Art and Technology, NYC.  
 Ars Electronica Museum of the Future, Linz, Austria.  
*Cumulus (Opening Exhibition)*. Danfoss Universe, Nordborg, Denmark.  
*Picture House*. Belsay Hall Castle and Gardens, Newcastle, England.  
*Touched Design*. Artgadgets Center, Eindhoven, Holland.  
*Open Space 2007*. NTT InterCommunications Center, Tokyo.  
*Cell Phone: Art and the Mobile Phone*. Contemporary Museum, Baltimore, MD.  
*Messa di Voce*. Art Museum of Western Virginia, Roanoke, Virginia.  
*The Dating Show*, Gallery at 3rd Ward, Brooklyn, NYC.
- 2006 *Aura Spurt / Remoteness Nearby*. The First Taipei International Digital Art Festival. Taipei, Taiwan.  
*First IEEE InfoVis Art Exhibition*. IEEE InfoVis Conference, Baltimore.  
*Creative Capital Exhibition*. Nathan Cummings Foundation Offices, NYC.  
*Donumenta2006: Bytes & Bodies–Von realen Körpern in digitalen Räumen*. Regensburg, Germany.  
*Le NAME Festival*. Lille and Mauberge, France.  
 Ars Electronica Museum of the Future, Linz, Austria.  
*Festival of the Fourth Dimension*. Sophia Antipolis Foundation, Vallauris, France.  
*The Algorithmic Revolution*. ArteScienza Festival, Casa dell'Architettura, Rome, Italy.  
 BildMuseum, Umeå University, Sweden.

- Net Art Commission, Whitney Museum Artport & Tate Online.  
*Digital Transit: Austria at ARCO*. Centro Cultural Conde Duque, Madrid, Spain.  
*TED2006 Conference*. Monterey, CA.  
*Generator.X*. Tou Scene Culture Center, Stavanger, Norway.  
*Time Shares Exhibition Series: Fault Lines*. New Museum of Contemporary Art, NYC.  
*Software Art*. DeCordova Museum and Sculpture Park, Boston, MA.  
*Cybernetic Sensibility: The Computer and Art*. Daelim Contemporary Art Museum, Seoul, Korea.  
*Engaging Technology: A History and Future of Intermedia*. Ball State Museum of Art, Muncie, IN.  
*Further Processing: Generative Art, Open Systems*. Kunstverein Medienturm, Graz, Austria.  
*Selections from the ComputerFineArts Collection*. Digital Art Museum [DAM], Berlin, Germany.  
*Emoção Art.ficial 3.0 Biennial*. Itaú Cultural Institute, São Paulo, Brazil.
- 2005 *You Are Here: The Design of Information*. Design Museum, London.  
*Generative X*. Institute for Contemporary Art (ICA), London.  
*Generator.X Exhibition*. National Museum of Art, Architecture & Design, Oslo, Norway.  
*Rhizome ArtBase 101*. New Museum of Contemporary Art, Chelsea Museum, NYC.  
*Light Art from Artificial Light*. ZKM, Karlsruhe, Germany.  
*Making Things Public: Atmospheres of Democracy*. ZKM, Karlsruhe, Germany.  
*New Media: What*. Neuberger Museum of Art at SUNY Purchase, New York.  
*Busy Signals: Telephonic Art in Motion*. Berkeley Art Museum & Pacific Film Archive, CA.  
*L'art de Produire l'Art*. Le Fresnoy, Studio National des Arts Contemporains. Tourcoing, France.  
*White Noise*. Australian Centre for the Moving Image, Melbourne.  
*ElectroScape*. Duolun Zendai Art Museum, Shanghai, China.  
Tokyo Digital Arts Festival, Tokyo, Japan.
- 2004 *Whitney Biennial 2004*. Whitney Museum of American Art, NYC.  
*The Algorithmic Revolution: On the History of Interactive Art*. ZKM, Karlsruhe, Germany.  
*Digital Avant-Garde*. American Museum of the Moving Image, NYC.  
*2nd Media City Biennale*. Museum of Contemporary Art, Taipei, Taiwan.  
*Art Life*. Seeing Gallery, San Francisco Exploratorium, San Francisco CA.
- ≤ 2003 *Microwave International Media Art Festival*. Hong Kong. 12/2003.  
*Uijeongbu International Digital Art Festival*. Art Center NABI, Seoul, Korea. 11/2003.  
*Replay*. Wood Street Galleries, Pittsburgh, PA. 11/2003.  
*Abstraction Now*. Künstlerhaus Wien, Vienna, Austria. 9/2003.  
*CODeDOC*. Whitney Museum of American Art: Artport, 9/2002.  
*Contemporary Visions*. Institute for Contemporary Art (ICA), London. 6/2002.  
*Special Effects*. DaeJeon Municipal Museum of Art. DaeJeon, Korea. 5/2002.  
*bitforms Inaugural Exhibition*. bitforms gallery, NYC. 11/2001.  
*The Interaction '01 Biennale*. Softopia Center/IAMAS, Ogaki, Japan. 10/2001.  
*Animations*. P.S.1/MoMA Contemporary Art Center, NYC. 10/2001.  
*Tirana Biennale*. Tirana, Albania. 9/2001.  
*Creative Play*. American Museum of the Moving Image, NYC, 6/2000.

## Select Performances

Additional information about the performances below (including presentation dates, titles of performed works, and links to online websites), where available, can be found at <http://flong.com/bio/performances/>.

- 2011 *Music | Machines: 50 Years of Music and Technology @ MIT*. MIT Media Lab, Boston.
- 2010 *Art.Ware Festival*, Hong Kong.
- 2009 *The Human Voice in a New World Concert Series*, Frederick Loewe Theater, NYC.
- 2008 *OF\_LAB* (performance / ad-hoc laboratory), Ars Electronica Festival, Linz, Austria.  
*New Media Meeting 2008*, Norrköping, Sweden.
- 2007 *Artefact Festival*, STUK kunstencentrum, Leuven, Belgium.
- 2006 *PlayVision*, World Financial Center Arts & Events Series, NYC.  
*49th San Francisco International Film Festival*, San Francisco, CA.  
*Signal Operators*, Cynthia Woods Mitchell Center for the Arts, U. of Houston, TX.  
*OFFF Festival*, CCCB Center, Barcelona, Spain.  
*Bios Festival*, Athens, Greece.
- 2005 Nagoya City Museum of Art, Nagoya, Japan.  
Kyoto University of Arts and Design, Kyoto, Japan.  
*Ultrasound Festival*, Huddersfield, England.  
*Listening Between the Lines*, Ars Electronica Festival. Linz, Austria.
- 2004 *RomaEuropa Festival*, Rome, Italy.  
*Poetry International Festival 2004*, Royal Festival Hall, London.  
*SonarSound*, Instituto Tomie Othake, Sao Paulo, Brazil.  
The Kitchen, NYC.
- 2003 Institute for Contemporary Art (ICA), London.  
*User\_Mode*, Tate Modern, London.  
*Sonic Light*, Amsterdam, Holland.
- 2002 *Schleswig-Holstein Musik Festival*, Hamburg, Germany.  
*Swiss National Exposition (Expo'02)*, Biel, Switzerland.  
*SONAR Festival*. Barcelona, Spain.  
The Kitchen, NYC.
- 2001 PS1/MoMA, NYC.  
*The Interaction '01*, IAMAS, Ogaki, Japan.  
The Knitting Factory, NYC.  
*Transmediale Festival*. Berlin, Germany.  
*Opera Totale*. Venice, Italy.
- 2000 *Ars Electronica Festival*. Brucknerhaus Theater, Linz, Austria.

## Commissions and Public Art

- Invited Commission, *Day for Night Festival*, Houston, TX. 2016.
- Invited Commission, *Cinekid Festival*, Amsterdam, Netherlands. 2014.
- Juried Art Commission, Anchorage East High School, Municipality of Anchorage 1% for Art Program. 2010.
- BigBots Juried Art Commission, *Robot250* and Pittsburgh Center for the Arts, Pittsburgh, PA. 2008.
- Picture House*, Belsay Hall Castle & Gardens, Newcastle, UK. 2007.
- Invited Net Art Commission, Whitney Museum Artport & Tate Museum Online. 2006.
- Invited Public Art Commission (with Ars Electronica Futurelab), SAP Corporate Headquarters, Berlin. 2004.
- Juried Net Art Commission, Turbulence.org. 2002.
- Invited Net Art Commission, PBS + Art21.org. 2001.



## Select Invited Lectures and Keynote Addresses (2004-)

Additional information about the lectures below (including presentation dates and links to online websites), where available, can be found at <http://flong.com/bio/lectures/>.

- 2017 Google *Human/AI Symposium Series*, Boston.  
Google *SPAN Design Conference*, Pittsburgh.  
Artist's Talk. *INST-INT Festival*, New Orleans.
- 2016 "Machine Learning and Visual Culture", Art Center NABI, Seoul, Korea.  
"Machine Learning: New Implications for the Arts". *Next Content Conference 2016*, Seoul, Korea.  
"Terrapattern: Machine Learning, Visual Culture and Geospatial Imaging." *Alt-AI Conference*, NYC.
- 2015 Artist's Talk, *ACT Festival*, Gwangju, Korea.  
Artist's Talk, *Kikk Festival*, Namur, Belgium.  
"University Arts Research". *Navigating Digital Futures Summit*, University of Kansas, Lawrence, KS.  
Artist's Talk, HfK Bremen, Bremen, Germany.  
Artist's Talk, Cooper-Hewitt / Smithsonian Design Museum, NYC.
- 2014 Artist's Talk, Osaka Knowledge Capital, Osaka, Japan.  
Artist's Talk, *Cinekid New Media Conference*, Amsterdam, Netherlands.  
"The NeoLucida", *XOXO Conference*, Portland, Oregon.  
Artist's Talk, Anderson Ranch Arts Center, Aspen, Colorado.  
Artist's Talk, *Semi-Permanent Festival*. Auckland, New Zealand.  
Artist's Talk, Aksioma Art Center. Ljubljana, Slovenia.  
Artist's Talk, *FutureEverything Festival*, Manchester, UK.  
Artist's Talk, *22nd Malofiej Infographic World Summit*, Pamplona, Spain.  
Keynote Address, *14th Biennial Arts and Technology Symposium*, Connecticut College.  
"Big Data and its Discontents", *Microsoft Research Social Computing Symposium*, NYU, NYC.
- 2013 Artist's Talk, *Data Visualization from Data to Discovery*, Art Center/Caltech, Pasadena, CA.  
Artist's Talk, *Eyeo Festival*, Minneapolis, MN.  
Artist's Talk, *Digital Cultures in the Age of Big Data Symposium*, Bowling Green State University, OH.  
Artist's Talk, *Resonate Festival*, Belgrade, Serbia.
- 2012 "New-Media Arts Inside and Outside the Research Laboratory". Microsoft Research, Redmond, WA.  
"Art R & D", *Emerging Technology & Advertising Conference*, Toronto.  
Artist's Talk, *LISA Conference 2012*, Guggenheim Museum, NYC.  
"Rapid Prototyping, DIY Culture and Future Economies". *World Economic Forum*, Tianjin, China.  
"Smart Art". *World Economic Forum*, Tianjin, China.  
"Data+Design: The New Big Picture". *Ars Electronica Festival Symposium*, Linz, Austria.  
Ignite Presentation. *Eyeo 2012 Festival*, Walker Art Center, Minneapolis.  
Artist's Talk. Copenhagen Institute of Interaction Design (CIID), Copenhagen, Denmark.  
Artist's Talk. *TOCA ME 12 Design Conference*, Munich, Germany.  
Artist's Talk. *Springsessions 2012*, Graz, Austria.  
Artist's Talk. *FITC Amsterdam Conference*, Amsterdam, the Netherlands.
- 2011 Artist's Talk. *Eyeo Festival*. McNamara Alumni Center, Minneapolis.  
Artist's Talk. *Liberal Arts Forum*, Elon University, Elon, NC.  
Artist's Talk. *Caroline Werner Gannett Visionaries in Motion Lecture Series*, RIT, Rochester, NY.  
Artist's Talk. Pittsburgh Center for the Arts, Pittsburgh, PA.  
Artist's Talk. *CMU School of Art Lecture Series*, Pittsburgh, PA.  
Artist's Talk. *FITC Tokyo Conference*, Tokyo, Japan.
- 2010 Artist's Talk. *Design + Code Conference at Dutch Design Week*, Eindhoven, the Netherlands.  
"Information Visualization as Art Practice". Baltan Laboratories, Eindhoven, the Netherlands.

- Artist's Talk. *VASD Speaker Program*, Rocky Mountain College of Art and Design, Denver, CO.  
 "Interactive Robotic Art". *Pixelspaces Symposium at Ars Electronica Festival*, Linz, Austria.  
 Artist's Talk. Haute École D'Art et De Design, Geneva, Switzerland.  
 Artist's Talk. Youngstown State University Art Department, Youngstown, OH.  
 Artist's Talk. Rice University, Houston TX.  
 Artist's Talk. *PixelAche Festival*. Kiasma Art Center, Helsinki, Finland.  
 Artist's Talk. *Art.Ware Festival*, Hong Kong City University, Hong Kong.  
 Artist's Talk. Ontario College of Art and Design, Ontario, Canada.
- 2009 Artist's Talk. *International Council of Fine Arts Deans (ICFAD) Conference*, Salt Lake City, UT.  
 Artist's Talk. *Future Places Festival*, Porto, Portugal.  
 Artist's Talk. *Collider: Interactivity and New Media*, University of Akron, OH.  
 Artist's Talk. *Conversations at the Edge Lecture Series*, Gene Siskel Film Center, Chicago, IL.  
 "Speculative Interaction Design". *HCI Seminar*, Carnegie Mellon University, Pittsburgh, PA.  
 "Audiovisual Software Art". *See this Sound Symposium*, Linz, Austria.  
 Panel. *Inspire Innovation Carnegie Mellon Event*, San Jose, CA.  
 Artist's Talk (as TME MA). *Flash in the Can (FITC)*, Toronto, Canada.  
 Artist's Talk, Visiting Artist Program at Utah State University, Logan, UT.  
 Artist's Talk at *Impact Weekend*, Carnegie Mellon University, Pittsburgh.  
 Artist's Talk (as TME MA). Music Technology Seminar Series, NYU, NYC.  
 TED Talk, *TED 2009*. Long Beach, CA.  
 "Information Art". *Visualization Forum*, Duke University, Durham, NC.
- 2008 Keynote Address. *New Media Meeting 2008*, Norrköping, Sweden.  
 Artist's Talk at Pittsburgh Center for the Arts, Pittsburgh, PA.  
 Artist's Talk at *TRANSIT Symposium*, Carnegie Mellon University School of Art, Pittsburgh, PA.  
 Panel/Presentation at *CAA (College Art Association) Conference*, Dallas, TX.  
 Artist's Talk at bitforms gallery, NYC.  
 Keynote Address. *Interação 2008*, Universidade de Évora, Portugal.  
 "Infosthetic Art". *IEEE InfoVis Conference*, Columbus, OH.  
 Artist's Talk at *Art, Technology and Culture Colloquium*, U.C. Berkeley, Center for New Media, CA.  
 Artist's Talk at *Stanford HCI Seminar Series*, Stanford University, Palo Alto, CA.  
 Artist's Talk at *HCI Lecture Series*, University of Illinois at Urbana-Champaign, IL.  
 Artist's Talk at *University of California at Santa Cruz Speaker Series*, Santa Cruz, CA.
- 2007 "InfoVis Art Exhibition: Curators' Presentation" at *IEEE InfoVis 2007*. Sacramento, CA.  
 Artist's Talk at *CMU School of Art Lecture Series*, CMU McConomy Auditorium, Pittsburgh, PA.  
 Artist's Talk at *"The game is up!" Festival*, Vooruit, Gent, Belgium.  
 Artist's Talk at *MIT Media Laboratory Colloquium Series*, Cambridge, MA.  
 Artist's Talk at *EG'07 (The Entertainment Gathering)*, Getty Center, Los Angeles.  
 Artist's Talk at *Computational Thinking Seminar Series*, Carnegie Mellon University, Pittsburgh, PA.
- 2006 Artist's Talk at *DesignWeek Monterrey*, CEDIM School of Design, San Pedro, Mexico.  
 Artist's Talk at *Meet the Media Guru*, Mediateca Santa Teresa, Milan, Italy.  
 Artist's Talk at *Advocate Arts Presents Lecture Series*, Harvard University, Cambridge, MA.  
 Artist's Talk. Cynthia Woods Mitchell Center for the Arts, University of Houston, TX.  
 Artist's Talk. *Sonic Acts Conference*, De Balie Center, Amsterdam, the Netherlands.  
 Artist's Talk. *Bios Festival*, Athens, Greece.  
 Artist's Talk. *Emoção Art.ficial 3.0 Conference*, Itaú Cultural Institute, São Paulo, Brazil.
- 2005 Keynote Address. *International Conference on New Interfaces for Musical Expression*, Vancouver.  
 Keynote Address. *CyberSonica 2005*. The Dana Centre, London, England.  
 Artist's Talk. *Sensing Spaces: Media, Architecture & Design Lecture Series*, UCLA, CA.  
 Artist's Talk. *Slash Arts Lecture Series*, Princeton University, NJ.

- Artist's Talk. *T.I.M.E. Department*, Kulas Auditorium, Cleveland Institute of Art, Cleveland, OH.  
 2004 Keynote Address. *Int'l. Symp. on Non-Photorealistic Animation and Rendering*, Annecy, France.  
 TED Talk, *TED 2004*. Monterey, CA.  
 Artist's Talk. *Graduate Lecture Series Seminar*, Rhode Island School of Design, Providence, RI.  
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## Select Permanent Collections

- Universum Bremen, Germany. *Scrapple* (2015).  
 Museum of Modern Art (MoMA), NYC. *Free Universal Construction Kit* (2015).  
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 Ars Electronica Museum of the Future, Linz, *AVES* (2002).  
 Whitney Museum of American Arts, NYC. *Axis* (2002), *The Dumpster* (2006).  
 Zeum.org, San Francisco, *Meshy* (2002).  
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## Select Curatorial Work and Event Organization

*WEIRD REALITY: Head-Mounted Art & Code*. Director and co-curator, symposium on VR/AR. 10/2016.  
*ART & CODE 3D: DIY 3D Sensing and Visualization*. Director, symposium on 3D capture arts. 10/2011.  
*Contestational Cartographies Symposium*. Co-director, event series on mapping in the arts. 1/2010.  
*Mobile ART & CODE*. Director, symposium on computational arts for mobile applications. 11/2009.  
*NIME 2009: Interactive Sound Art Installations*. Curator, exhibition of sound art. 6/2009.  
*ART & CODE*. Director, symposium on computational arts programming. 3/2009.  
*Code, Form, Space*. Co-director, symposium on generative form and fabrication. 2/2009.  
*Code and Form: C.E.B. Reas / Marius Watz*. Guest curator, Pittsburgh Center for the Arts. 2/2009.  
*Third Annual IEEE InfoVis Art Exhibition (Co-Curator)*. 2008.  
*Second Annual IEEE InfoVis Art Exhibition (Co-Curator)*. 2007.  
*Signal Operators*, Cynthia Woods Mitchell Center for the Arts, U. of Houston, Texas. 4/20/2006.  
Dorkbot Pittsburgh, Co-founder and organizer, 2006-2010.  
*Singlecell & Doublecell Net Art Portals*, Curator, 2000-2001.

## Awards and Recognitions

*Prix Ars Electronica*, Honorable Mention, Computer Animation Category. 9/2015.  
*Core77 Design Awards*: Winner, DIY Category, 2014.  
*Design of the Year (Digital Category)*, Design Museum London, 2013.  
"32 Favorite Products from 2012", *Fast Company Design*, 12/2012.  
"#1 of 10 Most Memorable Projects of 2012", *CreativeApplications.net*, 12/2012.  
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*Prix Ars Electronica*, Honorable Mention, Interactive Art Category, 9/2009.  
*Fellowship, New Technologies / Other Genres*, Pennsylvania Council on the Arts (PCA), 2008.  
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## Select Educational Workshops

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