

# GOLAN LEVIN

b. 1972, New York

Lives and works in Pittsburgh

## BIOGRAPHY

Work by Golan Levin combines equal measures of the whimsical, the provocative, and the sublime in a wide variety of online, installation and performance media. Levin's recent works use augmented-reality technologies and responsive visualizations to create real-time experiences driven by their participants' gestures and speech. The performative behavior and imagery in much of his work is constructed from each artworks' own history of viewer interaction and experimentation. Through performances, digital artifacts, and virtual environments, often created with a variety of collaborators, Levin applies creative twists to digital technologies that highlight our relationship with machines, make visible our ways of interacting with each other, and explore the intersection of abstract communication and interactivity. Levin has exhibited widely in Europe, America and Asia.

Levin's work is collected by the Whitney Museum of American Art, San Francisco Exploratorium, Ars Electronica, Linz; American Museum of the Moving Image; and Computer Fine Arts. His exhibitions include the Institute for Contemporary Arts, London; New Museum of Contemporary Art; Whitney Museum Artport, Tate Online, ZKM (Center for Art and Media), Karlsruhe; Taiwan Museum of Art; DeCordova Museum and Sculpture Park; Neuberger Museum of Art; Museum of Contemporary Art, Taipei; John Michael Kohler Arts Center; NTT InterCommunication Center (ICC), Tokyo; iMAL Center, Brussels; net.culture.space, Vienna; Eyebeam; The Kitchen; and Pittsburgh Center for the Arts. Honored by awards from Ars Electronica and Transmediale, Levin is also the recipient of grants from Creative Capital, Rockefeller Foundation, New York Foundation for the Arts, Arts Council England, The Greenwall Foundation, Daniel Langlois Foundation, and the New York State Council on the Arts.

Presently Levin is Associate Professor of Electronic Time-Based Art at Carnegie Mellon University, where he also holds courtesy appointments in the School of Computer Science and the School of Design.

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## EDUCATION

- 2000 M.S. in Media Arts and Sciences, Media Laboratory, MIT, Cambridge, MA
- 1994 B.S. in Art and Design, Minor in Music Theory and Composition, Massachusetts Institute of Technology, Cambridge, MA

## AWARDS

- 2006 Creative Capital Foundation Grant
- 2005 WTN Fellow, World Technology Awards  
Finalist, Van Alen Institute Civic Exchange Competition  
Nominee, Artist Category, 6th Annual WIRED Magazine Rave Award  
Technology Review's "100 Top Young Innovators under 35"
- 2004 TR100, Technology Review's 100 Top Young Innovators Under 35  
Honorable Mention, Interactive Art, Prix Ars Electronica
- 2003 2<sup>nd</sup> Prize, Award of Distinction, Net Art, Prix Ars Electronica  
Artist's Grant, New York State Council on the Arts  
Artist's Grant, Rockefeller Foundation Multi-Arts Production Fund  
Finalist, Adobe Public Art Commission Competition  
Nominee, Arts Category, World Technology Awards  
Artist's Grant, The Daniel Langlois Foundation  
Artist's Grant, Arts Council England, National Touring Programme
- 2002 Bronze Medalist, ID Magazine Interaction Design Awards  
Honorable Mention, Interactive Art, Prix Ars Electronica  
Nominee, Arts Category, World Technology Awards  
New Artist Under 30, Print Magazine  
Artist's Grant, New York State Council on the Arts  
Artist's Grant, The Greenwall Foundation
- 2001 Artist's Grant, The Daniel Langlois Foundation  
Artist's Grant, The Greenwall Foundation  
Honorable Mention, Interactive Art Prize, Berlin Transmediale.01  
2<sup>nd</sup> Prize, Award of Distinction, Interactive Art, Prix Ars Electronica  
Best of Interactive Category, BitByBitDigital Juried Exhibition  
Winner, Communication Arts Interactive Design Annual 6
- 2000 Bronze Medalist, ID Magazine Interaction Design Awards  
Winner, ASCI Digital2000 Competition  
Honorary Mention, Tokyo Type Director's Club Awards
- 1999-00 Merrill-Lynch Student Fellowship
- 1998-99 IBM Student Fellowship
- 1991 Artist's Grant, MIT Council for the Arts
- 1989 National Semifinalist, Westinghouse Science Competition

## EXHIBITIONS

- 2010 *Vantage*, Archer Gallery, Clark College, Portland, Oregon  
*Code: Craft*, Museums Sheffield, England
- 2009 *Decode: Digital Design Sensations*, Victoria and Albert Museum, Porter Gallery, London  
*Collider: Interactivity and New Media*, Emily Davis Gallery, Myers School of Art, University of Akron, Ohio  
*Art and Electronic Media*, bitforms gallery, New York  
*See This Sound*, Lentos Kunstmuseum, Linz, Austria  
*Hybrid Geographies*, SUNY Stony Brook SAC Gallery, NY  
*Experimenta Playground National Tour*, Albury Library Museum, Albury, Australia  
*Direct Digital*, Modena, Italy  
*Experimenta Playground National Tour*, Bendigo Art Gallery, Bendigo, Australia  
*Loops*, MIT Museum, Boston Cyberarts Festival, Boston

- Notation: Kalkül und Form in den Künsten*, ZKM, Karlsruhe, Germany  
*Pictopia*, Haus der Kulturen der Welt, Berlin  
*Experimenta Playground National Tour*, Western Australian Museum, Perth Cultural Centre, Perth, Australia, in association with the *2008 Awesome International Arts Festival for Bright Young Things*  
 Papalote Museo del Niño, Mexico City
- 2008 *Version Béta*, Centre pour l'image Contemporaine, Saint-Gervais, Geneva  
*YOUiverse*, 3rd Bienal Internacional de Arte Contemporáneo de Sevilla (BIACS3: Sevilla Biennale), Seville, Spain  
*Experimenta Playground National Tour*, Anne and Gordon Samstag Museum of Art, University of South Australia, Adelaide  
*Licht Kunst Werke*, Technorama Science Center, Winterthur, Switzerland  
*Messa di Voce installation*, Summer Campaign at ELEMENTS Mall, Hong Kong  
*Robot 250*, Pittsburgh Center for the Arts, Pittsburgh  
*Magic Moments*, NetCultureSpace, Vienna  
*Under Surveillance*, Kohler Arts Center, Sheboygan  
*Holy Fire: Art of the Digital Age*, iMAL Center for Digital Cultures and Technology, Brussels  
 Pittsburgh Biennial 08, Pittsburgh Arts Center, Pittsburgh
- 2007 *New Installations & Sculpture*, bitforms gallery, New York  
*Source Code: 10-year Retrospective of Programming*, Eyebeam, New York  
 Ars Electronica pavillion at Shanghai eArts, Shanghai Science and Technology Museum, Shanghai  
*Experimenta Playground*, Australian International Biennial of Media Art, Melbourne  
*FAD (Festival de Arte Digital)*, Casa do Conde, Belo Horizonte, Brazil  
 Belsay Castle, Newcastle  
*The Dating Show*, 3<sup>rd</sup> Ward, Brooklyn, New York
- 2006 *Aura Spurt: Remoteness Nearby: The First Taipei International Digital Art Festival*, Zhong-Shan Hall, Taipei, Taiwan  
*Selections from the ComputerFineArts Collection*, Berlin Digital Art Museum  
*Engaging Technology: A History and Future of Intermedia*, Ball State Museum of Art, Muncie, Indiana  
*Cybernetic Sensibility: The Computer and Art*, Daelim Contemporary Art Museum, Seoul  
*First IEEE InfoVis Art Exhibition*, Baltimore  
*www dot creative-capital dot org.*, Nathan Cummings Foundation Offices, New York  
*Further Processing: Gerative Art, Open Systems*, Kunstverein Medeinturm, Graz  
*Documenta2006: 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  
*Time Shares Exhibition Series: Fault Lines*, Rhizome.org and New Museum of Contemporary Art, New York  
*Tmema Projects*, NTT ICC, Tokyo  
*Emoção Art.ficial 3.0*, Itaú Cultural Institute, Sao Paulo  
*The Dumpster*, Tate Modern and Whitney Artport commission  
 bitforms gallery, Seoul  
*Festival of the Fourth Dimension*, Sophia Antipolis Foundation, Vallauris, France  
*The Algorithmic Revolution in Spazio Deformato at ArteScienza Festival*, Casa dell'Architettura, Rome  
*BildMuseet*, Umeå University, Sweden  
*Before They Were Famous: CMU Faculty Artworks From Their Formative Years*, Pittsburgh  
 CeBIT 2006, International Distribution System booth, Hannover  
*Net Art Commission*, Whitney Museum Artport and Tate Online  
*Digital Transit: Austria at ARCO*, Centro Cultural Conde Duque, Madrid  
 TED2006 Conference, Monterey  
*Generator.X*, Tou Scene Culture Center, Stavanger, Norway  
*Software Art*, DeCordova Museum and Sculpture Park, Boston
- 2005 *Digital Arts Festival*, Tokyo  
*Busy Signals: Telephonic Art in Motion*, Berkeley Art Museum & Pacific Film Archive, University of California at Berkeley  
*Light Art from Artificial Light*, ZKM, Karlsruhe, Germany  
*Cimatics'05: Brussels International Festival for Audiovisual Live Performance, Proce55ing Exhibition*, MediaRuimte, Brussels  
*SoftwareARTspace Inaugural Exhibition*, Samsung Experience Store, Time Warner Center, NYC  
*Sur le Fil*, Biche de Bere Gallery, Union City  
*Banquete: Comunicación en Evolución*, Gran Canaria Espacio Digital, Gran Canaria, Canary

## Islands

- Manchester Science Museum, Manchester  
Inaugural exhibition at bitforms gallery, Seoul  
*Generator.X.Exhibition*, National Museum of Art, Architecture & Design, Oslo  
*Upgrade! International Conference*, Eyebeam Gallery Space, New York  
Ars Electronica Museum of the Future, Linz, Austria  
*Das digitale Bauhaus* at Kunstfest Weimar, Bauhaus Universität, Weimar  
*Time in Jazz / Digital Trance*, Cortili di Casa Sanna Meloni, Berchidda, Italy  
*Abstraction Now* in *White Noise*, Australian Centre for the Moving Image, Melbourne  
*ElectroScape*, Zendai Art Museum, Shanghai  
*Rhizome ArtBase 101*, New Museum of Contemporary Art, New York  
Sonarama, SONAR Festival, Barcelona  
*Abstraction Now* in *Digital Art A La Carte*, SONAR Festival, Barcelona  
*Expo Art Numerique*, Festival ArtRock, Saint Briec, France  
*Generative X: OneDotZero9*, Institute for Contemporary Art, London  
*Siemens Residence Projects at Ars Electronica*, Siemens ArtLab, Vienna  
SONARFILES 2005, Centro Andaluz de Arte Contemporáneo, Seville  
*Cut and Splice*, SonicArtsNetwork, Jerwood Space, London  
*Cybersonica 2005*, The Dana Centre, London  
*Interactive Multimedia Culture Expo*, Chelsea Museum, New York  
*Making Things Public: Atmospheres of Democracy*, ZKM, Karlsruhe, Germany  
*New Media: What*, Neuberger Museum of Art at SUNY Purchase, New York  
*Bis Repetita Placent*, Rurart Espace d'Arts, Rouillé, France  
*You Are Here: The Design of Information*, Design Museum, London  
*Art Meets Media: Adventures in Perception*, NTT ICC, Tokyo  
*Banquete\_05: 2nd International ACTS Festival*, Conde Duque Centre, Madrid
- 2004 *Microwave International Media Art Festival*, City Hall Exhibition Hall, Hong Kong  
*The Algorithmic Revolution*, ZKM (Center for Art and Media), Karlsruhe, Germany  
*Art Life*, Seeing Gallery, San Francisco Exploratorium, San Francisco  
*Touch and Temperature*, Deborah Colton Gallery, Houston  
*Digital Selections*, Kendall College of Art and Design Gallery, Grand Rapids  
*Interact1*, London College of Communication, London  
*La Villette Numerique*, Paris  
*Phonorama*, ZKM (Center for Art and Media), Karlsruhe, Germany  
*Prix Ars Electronica*, O.K. Centrum Gegenwarts Kunst, Linz, Austria  
*A1 Media Lounge*, Mobilkom Flagship Store, A1 Commission, Vienna  
*Navigator*, Taiwan Museum of Art, Taichung, Taiwan  
*Touch and Temperature: Art in the Age of Cybernetic Totalism*, bitforms gallery, New York  
*Interactions/Art and Technology*, American Museum of the Moving Image, New York  
*Digital Sublime (2nd Media City Seoul Biennale)*, MOCA, Taipei, Taiwan  
*Whitney Biennial 2004*, Whitney Museum of American Art, New York  
*Neen Today*, MU Art Foundation, Eindhoven
- 2003 *Microwave International Media Art Festival*, Hong Kong  
*Synthetic Lightning*, Center for Photography at Woodstock, Woodstock, New York  
*Uijeongbu International Digital Art Festival*, Nabi Art Center, Seoul  
*Replay*, Wood Street Galleries, Pittsburgh  
*Beta Launch 03: Eyebeam Artists*, Eyebeam Gallery Space, New York  
*Abstraction Now*, Künstlerhaus Wien, Vienna  
*SAPPHIRE'03: Ars Electronica Media Art Lounge*, Orlando  
*Skip Intro/Replay: Tecnogeist Festival*, Centro de la Imagen, Mexico City  
*Texture: 2nd Annual Showcase*, Austin Museum of Digital Art, Austin  
*CeBIT 2003*, SAP Media Art Lounge, Hannover, Germany  
*Animations*, Kunst Werke, Berlin, Germany
- 2002 *Audiovisual Matrix*, Space imA, Seoul  
*FutureScreen02: Data Terra*, dLux Artspace, Sydney  
<ALT> *DigitalMedia*, American Museum of the Moving Image, New York  
*Beta Launch 02: Eyebeam Artists*, Eyebeam Gallery Space, New York  
*Tempøral being: Microwave International Media Art Festival*, Hong Kong  
*911+1: The Perplexities of Security*, Watson Institute, Providence  
*CODEDOC*, Whitney Museum of American Art: Artport, New York  
*Net Narrative*, San Francisco Camerawork.org  
*Hidden Worlds of Noise and Voice*, Museum of the Future, Linz, Austria  
*Prix Ars Electronica*, O.K. Centrum Gegenwarts Kunst, Linz, Austria  
*Contemporary Visions*, ICA, London  
*Night Vision*, White Columns Gallery, New York

- Special Effects*, DaeJeon Municipal Museum of Art, DaeJeon, Korea  
*Impress//Yourself*, Café\_digital, Fondation Beyeler, Basel  
*Cibervisión 02: Dinamicas Fluidas*, Madrid  
*Inside the Display: Inaugural Exhibition*, Austin Museum of Digital Art, Austin  
*Humana Festival PLAY annex*, Swanson Cralle Gallery, Louisville  
*Golan Levin/Casey Reas*, bitforms gallery, New York  
*TED2002*, Monterey
- 2001 *bitforms inaugural exhibition*, bitforms gallery, New York  
*Net.Ephemera*, Chapman Gallery, Salford University, Manchester  
*The Interaction '01 Biennale*, Softopia Center/IAMAS, Ogaki, Japan  
*Animations*, P.S.1/MoMA Contemporary Art Center, New York  
*Tirana Biennale*, Tirana, Albania  
*Ars Electronica Festival*, Linz, Austria  
*NY Digital Salon: Selected Works*, The Corning Gallery, New York  
*SONAR Interactive Gallery*, Barcelona  
*Net.Ephemera*, Rhizome + Moving Image Gallery, New York  
*Young Guns 3 NYC*, Art Directors Club Gallery, New York  
*Magnetics: Golan Levin/Katrin Grotelpass*, Moving Image Gallery, New York  
*Media Lounge*, Berlin Transmediale.01, Berlin
- 2000 *Digital2000*, Silicon Gallery, Philadelphia  
*BitByBit*, Business of Art Center, Manitou Springs  
*New York Digital Salon Exhibition*, New York  
*Digital2000*, Technology Gallery, New York Hall of Science, New York  
*MIT ACG Retrospective*, Herb Lubalin Center, Cooper Union, New York  
*Print on Screen*, Ars Electronica Center, Linz, Austria  
*Prix Ars Electronica*, O.K.Cent. Gegenwartskunst, Linz, Austria  
*Siggraph 2000 Art Show*, New Orleans  
*New Work from MIT*, SEGA Joypolis Center, Tokyo  
*Creative Play*, American Museum of the Moving Image, New York  
*Digital2000*, Central Fine Arts Gallery, 596 Broadway, New York  
*Tokyo Type Director's Club Exhibition*, Tokyo
- 1999 *Organic Form*, MIT Media Laboratory, Cambridge, MA  
*Organic Information*, Art Directors' Club Gallery, New York  
San Jose Tech Museum of Innovation, San Jose
- 1998 *Numeric Photography*, MIT Media Laboratory, Cambridge, MA
- 1997 *International Symposium of Electronic Art*, Chicago  
*Ars Electronica Festival*, Linz, Austria
- 1996 *Siggraph 1996 Art Show*, New Orleans
- 1994 *Odd Ends*, MIT Wiesner Gallery, Cambridge, MA
- 1991 *Human Images*, MIT Wiesner Gallery, Cambridge, MA

## PERFORMANCES

- 2009 *Messa di Voce*, with Joan La Barbara and Jaap Blonk, Frederick Loewe Theater at NYU, New York
- 2008 Co-curator, IEEE Infovis Art Exhibition, Columbus, Ohio  
Performance, keynote presentation and installation, New Media Meeting 2008, Norrköping, Sweden  
*openFrameworks OF\_lab* (ad-hoc laboratory and live-coding performance), 2008 Ars Electronica Festival, Linz
- 2007 *Ursonography* (with Jaap Blonk), Artefact Festival, STUK kunstencentrum, Leuven, Belgium  
*Ursonography* (with Jaap Blonk), "The game is up!" Festival, Vooruit, Gent, Belgium
- 2006 *Scribble and Scrapple*, Europa Polish-American Discothèque, Brooklyn  
*Scribble and Scrapple*, Bios, Athens  
*Tmema + Erkki*, Ars Electronica Festival, Linz, Austria  
*Scrapple and The Manual Input Sessions*, OFFF Festival, CCCB Center, Barcelona  
*Scribble, Scrapple and The Manual Input Sessions*, World Financial Center, New York  
*Scribble and Scrapple*, San Francisco International Film Festival, San Francisco  
*Scribble and Scrapple*, Signal Operators, Cynthia Woods Mitchell Center for the Arts, University of Houston, Texas.  
*Ursonography (Screening)*, The WSOA Digital Soiree, Johannesburg, South Africa  
*The Manual Input Sessions*, Age of Simulation, Linz, Austria.
- 2005 *The Manual Input Sessions*, Digital Art Festival, Tokyo  
*Scribble*, Digital Arts Festival, Tokyo

- Scrapple*, Digital Arts Festival, Tokyo  
*Scrapple*, RomaEuropa Festival, Rome  
*Scrapple*, Ultrasound, Huddersfield, United Kingdom
- 2004 *The Manual Input Sessions* and *Scribble*, RomaEuropa Festival, Rome  
*Messa di Voce*, Poetry International Festival, Royal Festival Hall, London  
*The Manual Input Sessions*, MonkeyTown, Brooklyn  
*Scribble*, SonarSound, Sao Paulo  
*The Manual Input Sessions*, Ars Electronica Festival, Linz, Austria  
*The Manual Input Sessions*, The Kitchen, New York  
*Scribble*, MonkeyTown, Brooklyn  
*Scribble*, TED, Monterey
- 2003 *Scribble*, MonkeyTown, Brooklyn  
*Messa di Voce*, Ultrasound, Huddersfield Media Centre, Huddersfield, United Kingdom  
*Messa di Voce*, Institute for Contemporary Art (ICA), London  
*Messa di Voce*, Ars Electronica, Brucknerhaus Theater, Linz, Austria  
*Scribble*, User\_Mode, Tate Modern, London  
*Scribble*, X|Fest Digital, Remote Lounge, New York  
*Scribble*, Sonic Light, Amsterdam  
*Assorted Silent Systems*, *Sonic Light*, Amsterdam  
*Scribble*, Nabi Theater Series: Crossing Realities, Seoul
- 2002 *Scribble*, Ultrasound, The Media Centre, Huddersfield, United Kingdom  
*Scribble*, MadreTTor Festival, Rotterdam  
*Scribble*, Schleswig-Holstein Musik Festival, Hamburg  
*Scribble*, SONAR, Barcelona  
*Peep Beep (Telephone Jockey System)*, SONAR, Barcelona  
*Dialtones (II)*, Swiss National Exposition  
*Peep Beep (Telephone Jockey System)*, The Kitchen, New York  
*Scribble*, Numer'02, Paris  
*Scribble*, Immedia Festival Ann Arbor  
*Scribble*, The Kitchen, New York
- 2001 *Scribble*, PS1/MoMA, New York  
*Fifteen Audiovisual Systems*, The Interaction, Ogaki, Japan  
*Fifteen Audiovisual Systems*, Knitting Factory, New York  
*Dialtones: A Telesymphony*, Ars Electronica, Linz, Austria  
*Scribble*, MamaMedia Center, Zagreb, Croatia  
*Scribble*, Transmediale.01, Berlin  
*Scribble*, Opera Totale 6, Venice  
*Scribble*, 5.1: Arto Lindsay and Ben Rubin Present Six Evenings of Experimental Surround-Sound  
 Tonic, New York
- 2000 *Scribble*, Eighth New York Digital Salon, New York  
*Scribble*, Ars Electronica, Brucknerhaus Theater, Linz, Austria

## BIBLIOGRAPHY

- 2010 Bosco, R., Caldana, S. "El diseño interactivo entra en el Albert Museum," *El País*, Feb 2  
 Soutar, Ian, "The art of the possible for digital curators," *Sheffield Telegraph*, Jan 21
- 2009 Shanken, Edward. *Art and Electronic Media*, Phaidon Press, New York and London, pp. 118, 283  
 Bialik, Carl, "Numerology: When Digits Get Personal," *Wall Street Journal*, Oct 28  
 Shinn, Dorothy, "Visitors can interact with art at UA exhibit," *Akron Beacon Journal*, Sep 20  
 Kozinn, Allen, "Communicating Ideas Without a Word," *The New York Times*, Feb 25  
 Shaw, Kurt, "Animal Imagery Speaks Out," *Pittsburgh Tribune-Review*, Feb 18
- 2008 Motlani, Aisha, "The Public Eye," *Shepherd Express*, Sep 4  
 Wolff, Rachel, "All the Web's a Stage," *ARTnews*, Feb
- 2007 Somajni, Chiara, "Vedere L'Invisible", *Ventiquattro*, pp. 151-156, Oct 20  
 Ponzini, Monica, "Source Code." *Redazione Digicult Digimag* 26, Jul  
 "Source Code: Programming Eyebeam Style," *ArtCal*, May 30  
 "Picture House: Film, Art and Design," *ArtDaily.org*, May 5  
 Heatwole, Joanna, "Media Education's New Code," *AfterImage: Journal of Media Arts and Criticism*, vol. 34, no. 6, May  
 Dauerer, Verena, "Infosthetics: the beauty of data visualization," *PingMag*, Mar 23  
 Dawson, Jessica, "Me, My Cell and I: Can You Hear Me Now?" *The Washington Post*, Mar 17  
 Bialik, Carl, "Coming Soon: The Number 24." *The Wall Street Journal*, Feb 23

- Adams, Charles J., "A day away: When you enter this museum, please turn your cell phone on," *Reading Eagle Newspaper*, Feb 22
- Hopper, Justin, "State of the Art: Local engineers and artists are using Pittsburgh's high-tech expertise to make a statement," *Pittsburgh City Paper*, Feb 21, p.18
- Arsenault, Chantel and Roberts, Mardee, "Ball State Museum of Art to Host Family Day for Popular Interactive Exhibition," *Muncie Free Press*, Feb 19
- "Art museum presents the installation version of *Messa di Voce*," *ArtDaily.org*, Feb 19
- Machosky, Michael, "Getting your geek on," *Pittsburgh Tribune-Review*, Jan 25
- Fontanelli, Renata, "Multimedia: Suoni e luci del terzo millennio," *La Repubblica*, Jan 8, p. 19
- Nemerov, Alexandra, "Within, Without: New Media and the White Cube," *College Undergraduate Research Electronic Journal (CUREJ)*
- Fry, Ben and Reas, Casey, *Processing: A Programming Handbook for Visual Designers and Artists*, MIT Press, pp. 259, 333, 511-512, 547, 617-618
- Romero, Juan and Machado, Penousal (eds.), *The Art of Artificial Evolution: A Handbook on Evolutionary Art and Music*, Springer, p. 439,
- Vesna, Victoria (ed.), *Database Aesthetics: Art in the Age of Information Overflow*, University Of Minnesota Press, p.106
- Austin, Tricia and Doust, Richard, *New Media Design*, Laurence King Publishing
- Greenberg Ira, *Processing: Creative Coding and Computational Art*, Friends of ED, p. 19
- Manovich, Lev, "Abstraction and Complexity" in Grau, Oliver (ed.), *MediaArtHistories*. MIT Press
- Stapelkamp, Torsen, *Screen- und Interfacedesign: Gestaltung und Usability für Hard- und Software*, Springer
- 2006 "Golan Levin & Zach Lieberman," *X-Cup Magazine*, no. 6, Dec, p. 69
- Lodi, Simona, "Le opere sinestetiche di Golan Levin," *Teknedia.net* (Italian), Nov 30
- Blaine, Tina, "New music for the masses," *Adobe Think Tank*, Jun
- Young, Paul, "Seeing voices: Tmema's computer technology enables them to visualize the full spectrum of the human voice," *Surface*, Issue 59, May, pp. 119-120
- McClelland, Eileen, "It's not a traffic jam session," *Houston Chronicle*, Apr 4
- Bosco, Roberta, "El Whitney y la Tate producen conjuntamente tres proyectos," *El Pais, Ciberp@is*, Mar 2, p. 8
- Quaranta, Domenico, "The Dumpster, Amore Amaro ai Tempi di Internet." *Redazione Digicult Digimag 12*, (Italian), Mar
- "The Dumpster: i pattern delle tragedie d'amore," *Teknedia.net* (Italian), Feb 22
- Rubin, Dan, "Blinq: The Dumped," *The Philadelphia Inquirer*, Feb 16
- Blakely, Rhys, "Valentine Blues," *Times Online UK*, Feb 17
- Manovich, Lev, "Social Data Browsing," *Tate Online*, Feb 14
- Mancuso, Mario, "Tmema, Realta' Ampliata e Gesti Interattivi," *Redazione Digicult Digimag 11*, Feb
- Lehrman, Paul D., "Tomorrow's Musicians and What They'll Be Playing: Controllers of the Future," *Sound on Sound Magazine*, Jan
- Wands, Bruce, *Art of the Digital Age*, Thames & Hudson
- Gruentuch, Armand and Ernst, Almut, *Convertible City/Archplus: German Pavillion Venice Biennale 2006*, Archplus
- Altena, Arie and Van der Velden, Lucas (eds.), *The Anthology of Computer Art*, Sonic Acts Paradiso, Amsterdam
- Blais, Joline and Ippolito, Jon, *At the Edge of Art*, Thames & Hudson
- Tribe, Mark and Jana, Reena. *New Media Art*. Taschen Verlag Basic Art Series
- Lucy Bullivant. *Responsive Environments : architecture, art and design*. V&A Contemporaries Publications
- D-Fuse, *Audio-Visual Art and VJ Culture*, Laurence King
- Havens. Henk et al, *Theater & Technologie*, Toneelacademie Maastricht / Theater Instituut Nederland
- Goggin, Gerard, *Cell Phone Culture: Mobile Technology in Everyday Life*, Routledge
- Weibel, Peter and Jansen, Gregor (eds.), *Light Art from Artificial Light: Light as a Medium in 20th and 21st Century Art*, Exhibition Catalogue, ZKM, Hatje Cantz
- 2005 Vanderbilt, Tom, "The King of Digital Art," *Wired Magazine*, Sep
- "New Media: What Examines Sound-based Art," *Art Museum Network News*
- "Jerwood Gallery Space Presents Cut and Splice," *ArtDaily.com*
- "New Media: What at Neuberger Museum of Art", *ArtDaily.com*
- Blais, Joline and Ippolito, John, *At the Edge of Art*, Thames & Hudson
- Boxer, Sarah, "Web Works That Insist on Your Full Attention," *New York Times*
- Caillebot, Loic, "Art numérique et fleurs de méninges," *Ouest-France*
- Petersen, Andrea, "Art for When There's Nothing on TV," *The Wall Street Journal*, Feb 16
- Duckworth, William, *Virtual Music: How the Web Got Wired for Sound*, Routledge
- 2004 Zanni, Carlo, "Interview: Golan Levin," *Magazine Electronique du CIAC de Montréal*, Summer,

no. 19

- Ciberp@is*, April 15, 10  
Willhardt, Rahel, "Grand Bleu wirft Worte in die Wolken", *Frankfurter Rundschau*  
Bosco, Roberta and Caldana, S., "La bienal del Whitney regresa a una órbita menos experimental," *El Pais*  
Delio, Michelle, "Don't Just Look, Play With It," *Wired News*  
Fressola, Michael, "The Unbelievably Good Biennial," *Staten Island Sunday Advance*  
Fressola, Michael, "Cyber Artist Levin Goes Live at Kitchen," *Staten Island Advance*  
Ward, Ed, "Ars Electronica Asks What Will Be Next," *New York Times*  
"Let There Be Light," *Taipei Times*, Taiwan  
Levy, Ellen K., "Synthetic Lightning: Complex Simulations of Nature", *Photography Quarterly*, Center for Photography at Woodstock, 88, 4  
Rivoire, Annick, "Le tableau animé de Golan Levin," *La Libération*  
Savage, Neil, "TR100: 100 Top Innovators Under 35," *Technology Review*  
Tan, Tori, "Golan Levin: Interview," *XFUNS 13*, IdN Publishing, Hong Kong  
Greene, Rachel, *Internet Art*, Thames & Hudson  
Wands, Bruce, *Art in the Digital Age*, Thames & Hudson  
Behrendt, Frauke, *Handymusik: Klangkunst und 'Mobile Devices'*, Epos Music Series, Electronic Publishing, Osnabrück  
Cameron, Andy, *IdN Special 04: The Art of Experimental Interaction Design*, Hong Kong  
2003 Fiell, Charlotte and Fiell, Peter, *Graphic Design for the 21st Century: 100 of the World's Best Graphic Designers*, Taschen Books, Jan  
Lim, Eunhye, "Interview: Golan Levin," *Digital*, Jan  
Behrendt, Frauke, "Mobile Art auf der Ars Electronica," *Glizz.net*  
Bersten, Rosanne, "Singing a stream of floating images," *AustralianIT*  
Bliss, Abi, "Ultrasound," *Leeds Guide*  
Feilmayr, Ingrid, "Faszinierende 'Zaubereien' mit Stimme und Technik", *Neues Volksblatt*, Vienna  
"A Logiciel Ouvert: En Autriche, Ars Electronica, baromètre annuel du numérique, marque un retour aux sources," *La Libération*, 31, Paris  
Garulli, Lavinia, "Ultrasound", *FlashArt News*  
Judmayer, Irene, "Magere Stimm-Bilder: Blonk/La Barbara im Brucknerhaus," *OÖ Nachrichten*, Graz  
Harpers' Index, *Harpers Magazine*  
Noonan, Mickey, "Q&A with Golan Levin: Messa di Voce," *Huddersfield Metro*  
Richards, Kate, "Ars Electronica: Interface Futures," *Realtime Arts*, no. 58  
Shachtman, Noah, "Digging Down Deep for Graffiti," *Wired News*  
Somajni, Chiara, "Dipingere con la voce," *Il Sole 24 Ore*  
Turco, Marina, "Tutti nella rete digitale," *Il Manifesto*  
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- 2005 Levin, G., "A Personal Chronology of Audiovisual Systems Research", *Proceedings of NIME '05*, Vancouver, Canada, May 26-28  
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*Journal of Artificial Intelligence and Society*, Springer Verlag, Forthcoming  
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 Levin, G., Burton, E. Dudesek, K., Moriyama, T., and Sollfrank, C., "Software, Hardware, Nowhere: Statement of the Prix Ars Electronica Jury in Net Vision," *Cyberarts*
- 2004 Levin, G., and Lieberman, Z., "In-Situ Speech Visualization in Real-Time Interactive Installation and Performance," *The 3rd International Symposium on Non-Photorealistic Animation and Rendering*, Annecy, France, Jun
- Maeda, John (ed.), *Creative Code*, Thames & Hudson
- 2002 Hannah, Jim (ed.), *4x4: Life and Oblivion*, Friends of Ed Publishers, London
- 2001 Levin, G., Feinberg, J., and Curtis, C., "Products of the Alphabet Synthesis Machine," *Zoo*, 10

- Levin, G., "Dialtones: A Telesymphony," *Takeover: Who's Doing the Art of Tomorrow?*, Catalog of Ars Electronica, Springer:Wien, p. 55
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- 2000 Levin, G., "Painterly Interfaces for Audiovisual Performance," M.S. Thesis, MIT Media Laboratory
- Snibbe, S., and Levin, G., "Instruments for Dynamic Abstraction," *Proceedings of the First Annual Conference on Non-Photorealistic Animation and Rendering*, Annecy, France
- Macleon, K., Snibbe, S., and Levin, G., "Tagged Handles: Merging Discrete and Continuous Control," *Proceedings of ACM SIGCHI 2000*
- 1999 Levin, G., and Yarin, P., "Bringing Sketching Tools to Keychain Computers with an Acceleration-Based Interface," *Proceedings of ACM SIGCHI 1999*
- 1996 Levin, G., and Debevec, P., "Rouen Revisited," *Visual Proceedings of SIGGRAPH*

## DISCOGRAPHY

- 2006 Sonic Acts XI - The Anthology of Computer Art (Compilation). Published and released by Sonic Acts, Amsterdam
- 2002 *Dialtones (A Telesymphony)*, CD-Extra, Ars Electronica Center, September, Distributed by Staalplaat Records (STCD-160), Amsterdam
- 2001 *Active Score Music*, Digital Video Disc (DVD), Ars Electronica Center, March, Distributed by Ars Electronica Center, Linz, Austria

## INVITED LECTURE PRESENTATIONS

- 2009 Public Presentation on computational arts, *Future Places* festival, Porto, Portugal
- Artist's Talk and Workshop, Direct Digital Festival, Modena, Italy
- Artist's Talk and Workshop, Utah State University Visiting Artist Program, Logan
- Presentation at TED Conference 2009, Long Beach, CA
- 2008 Keynote lecture, *Interação 2008 (3ª Conferência Interação Pessoa-Máquina)*, Universidade de Évora, Portugal
- Public Presentation at Dorkbot Pittsburgh, The Mattress Factory, Pittsburgh
- Computational Arts Presentation and Workshop at Anderson Ranch, Aspen, CO
- Computational Arts Presentation and Workshop at Shakerag Workshop Center, Sewanee, TN
- Public Presentation, University of California at Santa Cruz
- Public presentation in the HCI Seminar Series on People, Computers and Design, Stanford University, Palo Alto
- Public presentation at the Art, Technology and Culture Colloquium at the University of California, Berkeley, Center for New Media
- Public Presentation, *Human Computer Interaction Lecture Series*, Department of Computer Science, University of Illinois at Urbana Champaign
- Public Presentation, *LotuSalon*, Lotusphere 2008 IBM's annual user group conference, Orlando
- Artist's Talk, bitforms gallery, New York
- 2007 Artist's Talk, MIT Media Laboratory Colloquium Series, Cambridge
- Artist's Talk, *The Entertainment Gathering*, Getty Center, Los Angeles
- Public Presentation, *Computational Thinking Seminar Series / Robotics Institute Colloquium Series*, Carnegie Mellon University, Pittsburgh
- Artist's Talk, "The game is up!" Festival, Vooruit, Gent, Belgium
- 2006 Artist's Talk, DesignWeek Monterrey, CEDIM School of Design, San Pedro, Mexico
- The Table is the Score, Paper presentation at the International Conference on Computer Music 2006, New Orleans
- Practicum Workshop, Progetto INnet, Villa Olmo Como, Milan
- Artist's Talk, Meet the Media Guru, Mediateca Santa Teresa, Milan
- Artist's Talk, Bios, Athens
- Responsive Media and the Promise of Cybernetics. Emoção Art.ficial 3.0 Conference, Itaú Cultural Institute, São Paulo
- Artist's Talk (as TMEMA), OFFF Festival, CCCB Center, Barcelona
- Artist's Talk, Cynthia Woods Mitchell Center for the Arts, University of Houston
- Sonic Acts Festival, Amsterdam
- Artist's Talk. Advocate Arts Presents Lecture Series, Harvard University, Cambridge
- 2005 Artist's Talk, Generative.X Conference, Atelier Nord, Oslo
- Workshop Leader, AIGA Digital Information Design Camp
- Keynote, International Conference on New Interfaces for Musical Expression, Vancouver

- Artist's Talk, Sensing Spaces: Media, Architecture & Design Lecture Series, UCLA  
 Artist's Talk, MOVE: Stories in Motion, AIGA / NYU Skirball Center, New York  
 Keynote, Cybersonica, The Dana Centre, London  
 Artist's Talk, T.I.M.E. Department, Kulas Auditorium, Cleveland Institute of Art  
 Artist's Talk, Slash Arts Lecture Series, Princeton University  
 Artist's Talk with Zachary Lieberman, Neuberger Museum of Art, Purchase  
 Artist's Talk, ALT.terrain Lecture Series, College of Santa Fe, Department of Moving Image Arts,  
 New Mexico
- 2004 Artist's Talk, Graduate Lecture Series Seminar, Rhode Island School of Design  
 Audiovisual Workshop, Fabrica Research and Development Centre, Treviso, Italy  
 Toward Seamless Remote Interaction and Experience, ACM Multimedia Workshop on Effective  
 Telepresence, New York  
 Interactive Art and Mobile Telephony, SonarSound, Sao Paulo  
 Artist's Talk, Teacher Institute in Contemporary Art and Design, Art Institute of Chicago  
 Artist's Talk, Int'l. Symp. Non-Photorealistic Animation and Rendering, Annecy, France  
 Artist's Talk, Digital Avant-Garde: Celebrating 25 Years of Ars Electronica, Austrian Cultural  
 Forum, New York
- 2003 Artist's Talk, SUNY Purchase Art Department, Purchase, New York  
 Artist's Talk, Pop!Tech Conference, Camden  
 The Secret Lives of Numbers, Ars Electronica Festival, Linz, Austria  
 Artist's Talk, NYU Center for Advanced Digital Applications, New York  
 Artist's Talk, American Museum of the Moving Image, New York  
 Artist's Talk, Ketonah Museum of Art, Ketonah, NY  
 Interactive Systems for Social, Immersive Experiences, User\_Mode Conference, Tate Modern  
 Museum of Art, London  
 Artist's Talk, CRD, Royal College of Art, London  
 Artist's Talk, Universität der Künste, Institut für Zeitbasiert Medien, Berlin  
 Artist's Talk, 14th Annual Design Lecture Series, San Francisco Museum of Modern Art & AIGA,  
 Yerba Buena, Center for the Arts, San Francisco  
 Artist's Talk, School of Art, Carnegie Mellon University, Pittsburgh  
 Audiovisual Performance Systems, Sonic Light Conference, Amsterdam
- 2002 Artist's Talk, NYU Center for Advanced Digital Applications, New York  
 Artist's Talk, The Media Centre, Huddersfield, United Kingdom  
 Artist's Talk, Huddersfield Media Centre, Huddersfield, United Kingdom  
 Artist's Talk, NYU Music and Technology Program, New York  
 Artist's Talk, The Upgrade, New York  
 Artist's Talk, MadreTTor Festival, Rotterdam  
 Artist's Talk, Numer'02, IRCAM, Paris  
 Artist's Talk, AIGA National Design Conference, Washington D.C.  
 Artist's Talk, UC San Diego Art Department, San Diego  
 Artist's Talk, Immedia Festival, Ann Arbor  
 Artist's Talk, AIGA Experience Design Meeting, New York  
 Artist's Talk, Young Collectors of the Whitney, bitforms gallery, New York
- 2001 Artist's Talk, School of Visual Arts, New York  
 Interfaces and Interactions for Audiovisual Performance, National Conference on Technology  
 and the Orchestra, New York  
 Artist's Talk, Hagenberg University, Hagenberg, Austria  
 Artist's Talk, MamaMedia Center, Zagreb, Croatia  
 Artist's Talk, Ars Electronica FutureLab, Linz, Austria  
 Artist's Talk, Art+Com, Berlin  
 The Audiovisual Environment Suite, Berlin Transmediale, Berlin
- 2000 Audiovisual Performance Systems, Thundergulch: On Line/Off Site Lecture Series, New York  
 Audiovisual Performance Systems, Prix Ars Electronica, Linz, Austria  
 Artist's Talk, NYU Interactive Telecommunications Program, New York  
 Aesthetics and Computation at MIT, Harvard Graduate School of Design

## JURY MEMBERSHIPS

- 2007 Prix Ars Electronica 2007, Hybrid Art category Jury member, Linz, Austria  
 NIME 2007 (New Interfaces for Musical Expression), Paper Reviewer
- 2006 CHI 2006 (Computer-Human Interaction), Paper Reviewer  
 UIST 2006 (User Interface Software and Technology), Paper Reviewer  
 NIME 2006 (New Interfaces for Musical Expression), Paper Reviewer  
 ISEA, Interactive City Jury member

- 2005 *Prix Ars Electronica*, Net Vision category Jury member, Linz, Austria
- 2002 *Transmediale*, Interactive Art, Jury member, Berlin
- 2001 *International Browser Day*, Jury member, New York

## ARTIST RESIDENCIES

- 2004 Project Development Residence, Ars Electronica Futurelab, Linz, Austria, Summer
- 2003 Ars Electronica Festival, Linz, Austria, Summer
- 2002 Eyebeam Artist-in-Residence, Eyebeam Artists' Studio, New York, Fall
- Siemens Artist-in-Residence, Ars Electronica Futurelab, Linz, Austria, Summer
- Swiss National Exposition, Jura, Switzerland, May/June
- 2001 Ars Electronica Festival, Linz, Austria, Summer

## PERMANENT COLLECTIONS

- 2008 Technorama The Swiss Science Center, Winterthur: *Manual Input Workstation*
- Papalote Museo del Niño, Mexico City: *Reface (Portrait Sequencer)*
- 2004 Exploratorium, San Francisco: *Floo*
- 2002 American Museum of the Moving Image, New York: *Floccus*
- 2002 Ars Electronica Museum of the Future, Linz: *Hidden Worlds*
- Whitney Museum of American Arts: *Axis*
- Zeum.org, San Francisco: *Meshy*
- Computer Fine Arts Collection: *Blobby (Tiles)*
- 2001 Australian Center for the Moving Image, Sydney: *AVES*
- 2000 Ars Electronica Museum of the Future, Linz: *AVES*
- 2000 American Museum of the Moving Image, New York: *Rouen Revisited*

## TEACHING

- 2004-present Carnegie Mellon University School of Art, Pittsburgh, PA, Associate Professor of Electronic Time-Based Art, College of Fine Arts
- 2001-3 Parsons School of Design, New York, Adjunct Faculty
- 2001 Digital Arts and Technology Department, Master's Thesis, Faculty Thesis Advisor
- 2001-2 The Cooper Union School of Art, New York, Visiting Artist and Lecturer
- 2000 Columbia University, New York, Adjunct Professor
- 1993 Buck's Rock Creative Arts Camp, Mew Milford, CT, Art Teacher, Summer

## MASTERS THESES SUPERVISED (SELECT)

- 2004 Bernstein, Michael Robert, "Audiovisual Granular Synthesis for Composition and Performance," Parsons
- Chang, Chun-I, "Inner Twins," Parsons
- Richards, Matthew, "Multiplayer Games: A Spectator's View," Parsons
- Sanders, Angie, "Elevator Angst A Critical Design Approach to Addressing Problems That Arise From Elevator Usage," Parsons
- 2003 Burgener, Carrie, "Jot: A tool for collaborative information capture," Parsons
- Chen, Wen-Hsuan, "Travel Scaventure: A wireless tool for assisting people to explore a city," Parsons
- Podkolinska, Alina, "REACHing: Exploring Bimanual Spatial Input Devices in Static and Manipulable Environments," Parsons
- Warren, Jonah, "Unencumbered Full Body Interaction in Video Games," Parsons
- Zlatar, Mateo, "Aural Limbo: Space as a Sonic Interactive Interface," Parsons
- 2002 Lin, Marc, "Motion+Melody," Parsons
- Bruder, Bettina, "Nearly Nothing," Parsons
- Myint, Jacky, "(Un)folding Events," Parsons
- Tanahashi, Hiroko, "The Last Circus" Parsons
- 2001 Choi, Soojin, "Kindergarten As Learning Center: Children, Teacher and Computer in Classrooms," Parsons

## PATENTS

Maclean, K., Levin, G., Snibbe, S., and Verplank, W., US 6529183: *Manual interface combining continuous and discrete capabilities*. Filed 13 Sep 1999, issued 4 Mar 2003. A method for combining tangible objects and haptic control. Assigned to Interval Research Corporation.

Piernot, P., Vescovi, M., Cohen, J., Granados, R., and Levin, G., et al. US 6047249; US 5953686. *Video camera based computer input system with interchangeable physical interface*. Filed 7 Jul 1996, issued 4 Apr 2000.

A modular tabletop surface for use with computer-vision-based children's games. Assigned to Interval Research Corporation.

Freiberger, P., and Levin, G., et al., US 6788314; US 6034652. *Attention manager for occupying the peripheral attention of a person in the vicinity of a display device*. Filed 22 Mar 1996, issued 7 Mar 2000. A networked, data-driven screensaver. Assigned to Interval Research Corporation