Social Sciences and Humanities
Research Council of Canada

Conseil de recherches en
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Identification

Only the information in the Name section will be made available to selection committee members and external assessors. Citizenship and Statistical and Administrative Information will be used by SSHRC for administrative and statistical purposes only. Filling out the statistical and Administrative Information section is optional.

Name

Family name	Given name	Initials	Title
Bizzocchi	James	V	Professor

Citizenship - Applicants and co-applicants must indicate their citizenship status by checking and answering the applicable questions.

Citizenship status	● Canadian	○ Permanent resident since (yyyy/mm/dd)	○ Other (country)	Have you applied for permanent residency? ○ Yes ○ No

Statistical and Administrative Information

Birth year	Gender	Permanent postal code in Canada (i.e. K2P1G4)	Correspondence language	Previous contact with SSHRC? (i.e. applicant, assessor, etc.)
1946	○ F ● M	V5C1J3	● English ○ French	○ Yes ● No

Full name used during previous contact, if different from above

James V Bizzocchi

Contact Information

The following information will help us to contact you more rapidly. Secondary information will not be released by SSHRC without your express consent.

Primary telephone number				Secondary telephone number			
Country code	Area code	Number	Extension	Country code	Area code	Number	Extension
	604	2198365			604	2918706	

Primary fax number				Secondary fax number			
Country code	Area code	Number	Extension	Country code	Area code	Number	Extension
	778	7827488					

Primary E-mail	jimbiz@sfu.ca
Secondary E-mail	

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2013/06/14

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Family name, Given name
Bizzocchi, James

Current Address

Use only if you are not affiliated with a department at a Canadian university. (If you are affiliated with a department at a Canadian university, the department's mailing address will be used.) If you wish to use another address, specify it under the Correspondence Address.

Address

_____

_____

_____

City/Municipality	Prov. / State	Postal/Zip code

Country

Correspondence Address

Complete this section if you wish your correspondence to be sent to an address other than your current address.

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City/Municipality	Prov. / State	Postal/Zip code

Country

Temporary Address

If providing a temporary address, phone number and/or E-mail, ensure that you enter the effective dates.

Address

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City/Municipality	Prov./ State	

Country

Permanent Address in CANADA

Address

_____

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City/Municipality	Prov./ State	Postal/Zip code

Country

Start date (yyyy/mm/dd)	End date (yyyy/mm/dd)	Temporary telephone/fax number
		Country code Area code Number Extension

Temporary E-mail

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Family name, Given name
Bizzocchi, James

Research Expertise (optional)

The information provided in this section refers to your own research expertise, not to a research proposal. Filling out the following 4 sections is optional. This page will not be seen by selection committee members and external assessors. This section will be used for planning and evaluating programs, producing statistics, and selecting external assessors and committee members.

Areas of Research

Indicate and rank up to 3 areas of research that best correspond to your research interests as well as areas where your research interests would apply. Duplicate entries are not permitted.

Rank	Code	Area
1	100	Arts and culture
2	244	Innovation, Industrial and Technological Development
3	242	Information Technologies

Temporal Periods

If applicable, indicate up to 2 historical periods covered by your research interests.

From			To		
Year	BC ◯	AD ◯	Year	BC ◯	AD ◯
	BC ◯	AD ◯		BC ◯	AD ◯

Geographical Regions

If applicable, indicate and rank up to 3 geographical regions covered by your research interests. Duplicate entries are not permitted.

Rank	Code	Region
1		
2		
3		

Countries

If applicable, indicate and rank up to 5 countries covered by your research interests. Duplicate entries are not permitted.

Rank	Code	Countries	Prov./State
1			
2			
3			
4			
5			

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			Bizzocchi, James

Curriculum Vitae

Language Proficiency

	Read	Write	Speak	Comprehend aurally	Other languages
English	X	X	X	X	
French	☐	☐	☐	☐	

Work Experience

List the positions, academic and non-academic, you have held beginning with the current position and all previous positions in reverse chronological order, based on the start year.

Current position	Start date (yyyy/mm)
Associate Professor	2002/10

Org. code	Full organization name
1590611	Simon Fraser University

Department/Division name

School of Interactive Arts & Technology

Position type	● Tenured ○ Non-tenure ○ Tenure-track ○ Non-academic	Employment status	● Full-time ○ Part-time ○ Non-salaried ○ Leave of absence

Position	Start date (yyyy/mm)	End date (yyyy/mm)
Associate Professor	2001/1	2002/12

Org. code	Full organization name
1	Technical University of British Columbia

Department/Division name

Interactive Arts

Position	Start date (yyyy/mm)	End date (yyyy/mm)
Senior Program Manager	1996/1	1999/12

Org. code	Full organization name
1	Centre for Curric.,Transfer and Tech.

Department/division name

Educational Technology

Position	Start date (yyyy/mm)	End date (yyyy/mm)
Chair	1994/1	1996/12

Org. code	Full organization name
1	Standing Cttee. on Educ. Technology

Department/Division name

Educational Technology

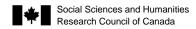Personal information will be stored in the Personal Information Bank for the appropriate program.   Web CV

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Bizzocchi, James

Work Experience (cont'd)

Position	Start date (yyyy/mm)	End date (yyyy/mm)
Co-ordinator	1992/1	1992/12

Org. code	Full organization name
1	Commonwealth of Learning

Department/Division name
Training

Position	Start date (yyyy/mm)	End date (yyyy/mm)
Instructor	1971/1	2001/12

Org. code	Full organization name
1	Capilano College

Department/Division name
Media

Position	Start date (yyyy/mm)	End date (yyyy/mm)

Org. code	Full organization name

Department/Division name

Position	Start date (yyyy/mm)	End date (yyyy/mm)

Org. code	Full organization name

Department/Division name

Position	Start date (yyyy/mm)	End date (yyyy/mm)

Org. code	Full organization name

Department/Division name

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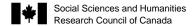| Family name, Given name |
| --- |
| Bizzocchi, James |

Academic Background

List up to 5 degrees, beginning with the highest degree first and all others in reverse chronological order, based on the start date.

Degree type	Degree name	Start date (yyyy/mm)	Expected date (yyyy/mm)	Awarded date (yyyy/mm)
Master's		1999/09		2001/09

Disc. code	Discipline	Did SSHRC support enable you to get this degree?
99999	Comparative Media Studies	◯ Yes ◉ No

Org. code	Organization
9927103	Massachusetts Institute of Technology

Country UNITED STATES

Degree type	Degree name	Start date (yyyy/mm)	Expected date (yyyy/mm)	Awarded date (yyyy/mm)
BA Gen.		1964/08		1968/05

Disc. code	Discipline	Did SSHRC support enable you to get this degree?
63000	Psychology	◯ Yes ◉ No

Org. code	Organization
9938101	University of Michigan, Ann Arbor

Country UNITED STATES

Degree type	Degree name	Start date (yyyy/mm)	Expected date (yyyy/mm)	Awarded date (yyyy/mm)

Disc. code	Discipline	Did SSHRC support enable you to get this degree?
		◯ Yes ◯ No

Org. code	Organization

Country

Degree type	Degree name	Start date (yyyy/mm)	Expected date (yyyy/mm)	Awarded date (yyyy/mm)

Disc. code	Discipline	Did SSHRC support enable you to get this degree?
		◯ Yes ◯ No

Org. code	Organization

Country

Degree type	Degree name	Start date (yyyy/mm)	Expected date (yyyy/mm)	Awarded date (yyyy/mm)

Disc. code	Discipline	Did SSHRC support enable you to get this degree?
		◯ Yes ◯ No

Org. code	Organization

Country

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Bizzocchi, James

Credentials

List up to 6 licences, professional designations, awards and distinctions you have received and feel would be the most pertinent to the adjudication of your application. List them in reverse chronological order, based on the year awarded.

Category	Name	Source or Country	Duration (Months)	Value / Year awarded
Academic Prize	Lifetime Achievement Award - BC Educ. Tech. Users	CANADA		2007
Academic Prize	Excellence in Teaching Award-Simon Fraser Univ.	CANADA		2006
Academic Prize	SFU Endowed Research Fellowship	CANADA		2006
Academic Prize	Outstanding Leadership-Can. Assoc. Distance Educ.	CANADA		2003
Academic Prize	ACCC Distinguished Service Award	CANADA		2001
Academic Prize	Telelearning NCE, Achievement Award	CANADA		1998

Research Expertise

The information provided in this section refers to your own research expertise, not to a research proposal.

Keywords

List keywords that best describe your areas of research expertise. Separate keywords with a semicolon.

interactive narrative; media arts; games studies; media aesthetics; media criticism; media creation; game design; games and learning; simulation and learning; video aesthetics; film aesthetics; video production

Disciplines

Indicate and rank up to 5 disciplines that best correspond to your research interests. Duplicate entries are not permitted.

Rank	Code	Discipline	If Other, specify
1	50699	Other Communication and Media Studies	Interactive Arts, Game Studies
2	50808	Cinema, Film Studies and Video	
3	50802	Aesthetics	
4	50820	Media Arts	
5	50604	Cinema	

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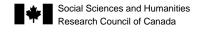**PROTECTED B WHEN COMPLETED**

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Funded Research

List up to 8 grants or contracts you have received from SSHRC or other sources. List them in reverse chronological order, based on the year awarded. If you are not the applicant (principal investigator), specify that persons' name.

Org. code	Full name of funding organization	Year awarded (yyyy)	Total amount (CAN$)
3010325	Social Sciences and Humanities Research Council of Canada	2013	$285,000

Role		Completion status ☐ Complete
Applicant		

Project title	The poetics of image, sound, computation and flow in the creation of generative time-based art

Applicant's family name	Applicant's given name	Initials

Org. code	Full name of funding organization	Year awarded (yyyy)	Total amount (CAN$)
3010325	Social Sciences and Humanities Research Council of Canada	2012	$2,227,852

Role		Completion status ☐ Complete
Co-applicant		

Project title	Moving Stories:digital tools form movement, meaning and interaction

Applicant's family name	Applicant's given name	Initials
Schiphorst	Thecla	

Org. code	Full name of funding organization	Year awarded (yyyy)	Total amount (CAN$)
1	SFU-Faculty of Communication, Art and Tech.	2011	$20,000

Role		Completion status ☐ Complete
Applicant		

Project title	Ambient Video

Applicant's family name	Applicant's given name	Initials

Org. code	Full name of funding organization	Year awarded (yyyy)	Total amount (CAN$)
1	SFU SSHRC Instititional Grant	2009	$6,160

Role		Completion status ☒ Complete
Applicant		

Project title	Ambient Video in Contemporary Culture

Applicant's family name	Applicant's given name	Initials

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Family name, Given name
Bizzocchi, James

Funded Research (cont'd)

Org. code	Full name of funding organization		Year awarded (yyyy)	Total amount (CAN$)
1	Networks of Centres of Excellence of Canada		2009	$23,250,000
Role	Collaborator		Completion status ☐ Complete	
Project title	Graphics, Animation and New Media Canada - GRAND			

Applicant's family name	Applicant's given name	Initials
Booth	Kelly	

Org. code	Full name of funding organization		Year awarded (yyyy)	Total amount (CAN$)
1	Canadian Heritage New Media Research Networks		2007	$1,400,000
Role	Collaborator		Completion status ☒ Complete	
Project title	Creativity Assistive Tools for Games			

Applicant's family name	Applicant's given name	Initials
Gunter	Laura Jo	

Org. code	Full name of funding organization		Year awarded (yyyy)	Total amount (CAN$)
1	Banff New Media Institute (The Banff Centre)		2007	$10,000
Role	Applicant		Completion status ☒ Complete	
Project title	Snow Castles			

Applicant's family name	Applicant's given name	Initials

Org. code	Full name of funding organization		Year awarded (yyyy)	Total amount (CAN$)
3010325	Social Sciences and Humanities Research Council of Canada		2004	$40,000
Role	Applicant		Completion status ☒ Complete	
Project title	Defining issues in the production of high-resolution video for large flat-screen panel displays			

Applicant's family name	Applicant's given name	Initials

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1. Research Contributions over the last six years (2006-present)

Refereed contributions (books, book chapters, journals, conference proceedings):

Single Author:

Bizzocchi, J. (2011). Re:Cycle: A generative ambient video engine. Proceedings of the International Conference on Entertainment Computing 2011, pgs. 155-160.

* Bizzocchi, J., (2010). Ambient Video - the Emergence of a New Video Form, in D. Davidson (Ed.), Cross-Media Communications: an Introduction to the Art of Creating Integrated Media Experiences (Section 3, Chapter 7), Pittsburgh PA:ETC Press. <http://www.etc.cmu.edu/etcpress/content/chapter-7-entertainment-and-art>

* Bizzocchi, J. (2010). The Role of Narrative in Educational Games and Simulations, D. Kaufman and L. Sauve (Eds.) Simulation and Advanced Gaming Environments for Learning: Outcomes and Lessons from the SAGE Project (68-83). Hershey PA:IGI Global.

* Bizzocchi, J. (2008) The Aesthetics of the Ambient Video Experience. Fibreculture Journal, Issue 11, <http://journal.fibreculture.org/issue11/issue11_bizzocchi.html>

* Bizzocchi, J. (2008) Ambient Video: The Transformation of the Domestic Cinematic Experience, in e B. Hawk, D. Rieder, and O, Oviedo (Eds), Small Tech: The Culture of Digital Tools. Minneapolis MN:University of Minnesota Press.

* Bizzocchi, J. (2008) Winterscape and Ambient Video - an Intermedia Border Zone. Proceedings of the 16th ACM Conference on Multimedia, 949-952. doi: 10.1145/1459359.1459530.

* Bizzocchi, J. (2007) The Aesthetics of the Ambient Video Experience, Proceedings of the 7th Digital Arts and Culture Conference. (on DVD)
Bizzocchi, J. (2007) Games and Narrative: An Analytical Framework, in Loading: the Journal of the Canadian Game Studies Association, 1(1), 5-10.

* Bizzocchi, J. (2006) Ambient Video. Proceedings of the 2006 ACM SIGCHI international conference on Advances in computer entertainment technology, Article No. 45, doi:10.1145/1178823.1178876

* Bizzocchi, J. (2006) Video as Ambience: Reception and Aesthetics of Flat-Screen Video Display, Journal of Moving Image Studies, 5. <http://www.avila.edu/journal/index1.htm>

Co-Authored:

Fortin, C., DiPaola, S., Hennessy, K., Bizzocchi, J., Neustadter, C., (2013) "Medium-specific properties of urban screens: Towards and ontological framework for digital public displays", *Proceedings of 2013 ACM Creativity and Cognition Conference*, Sydney, AU, June 17-20, 2013. Fourth author.

Fortin, C., Bizzocchi, J., Hennessy, K. and Neustaedter , C. 2013. Public interaction framework for dynamic digital displays. *Proceedings of GRAND 2013*, May 14-16, 2013, Toronto, ON. Second author.

Bizzocchi, J. and Tanenbaum, J. (2012) Mass Effect 2 - A Case Study in the Design of Game Narrative, *Bulletin of Science, Technology and Society*, vol. 32 no 5, pp 393-404. Doi: 10.1177/0270467612463796. Lead Author.

Bizzocchi J., and Tanenbaum, J. (2011) Well Read: Applying Close Reading Techniques to Gameplay Experiences", in D. Davidson (Ed), Well-Played 3.0, (218-315), Pittsburgh PA:ETC Press. Lead Author.

Bizzocchi J., Lin, B., and Tanenbaum, J. (2011) Games, Narrative, and the Design of Interface, International Journal of Arts and Technology 2011 (IJART),4(4), pp. 260-277. Lead Author.

Wei, H., Bizzocchi, J., Calvert, T. (2010). Time and Space in Digital Game Storytelling. *International Journal of Computer Games Technology*, Volume 2010, Article ID 897217, 23 pages,

doi:10.1155/2010/897217 <http://www.hindawi.com/journals/ijcgt/2010/897217.html> Second Author.

Bizzocchi, J., Quan, B., Suzuki, W., Bagheri, M., and Ben Youssef, B. (2009). Re:Cycle - a Generative Ambient Video Engine, *Proceedings of the Digital Arts and Culture Conference 2009: after media: embodiment and context*. Irvine CA:University of California. <http://escholarship.org/uc/search?entity=ace_dac09_space> Lead Author.

Tanenbaum, J. and Bizzocchi, J. (2009). Close Reading Oblivion: Character Believability and Intelligent Personalization in Games, Loading: the Journal of the Canadian Game Studies Association, 3(4). <http://journals.sfu.ca/loading/index.php/loading/ > Second author.

Tanenbaum, J. and Bizzocchi, J. (2009) Rock Band: A Case Study in the Design of Embodied Interface Experience, *Sandbox '09 Proceedings of the 2009 ACM Conference on Video Games*,127-134. ISBN: 978-1-60558-514-7. Second author.

* Bizzocchi, J. and Ben Youssef, B. (2009). Ambient Video, Slow Motion, and Convergent Domains of Practice, in J. Braman, G.Vincenti and G. Trajkovski (Eds.), Handbook of Research on Computational Art and Creative Informatics, Ch. 4. Hershey PA:IGI Global. 10.4018/978-1-60566-352-4.ch004 Lead author.

* Ben Youssef, B., Bizzocchi, J. (2008) Video Slow-Motion: A Shared Methodological Approach, International Journal of Computational Science, 2(1), 61-81. Second author.

Johnson, K. and Bizzocchi, J. (2008) Lost Cause: An Interactive Film Project, The Journal of the International Digital Media and Arts Association, 5(1), 42-49. Second author.

* Ben Youssef, B, and Bizzocchi, J. (2007) Enhanced Pixel-Based Video Frame Interpolation Algorithms, Proceedings of the 2007 IEEE International Symposium on Signal Processing and Information Technology, 23-28. doi:10.1109/ISSPIT.2007.4458189. Second Author.

Other refereed contributions: (Conference or Scholarly Presentations)

DiPaola, S., Nixon, M., Bizzocchi, J., Funk, N., "Driving Emotional Involvement in Sports Games: a Case Study in Knowledge-Based Procedural Cinematography", *Canadian Games Studies Association Annual Conference*, Victoria, BC, June 4-5, 2013.

* Bizzocchi, J. *Re:Cycle* -A Computationally Generative Ambient Video System. *Electronic Literature Organization*, June 20-23, 2012, Morgantown, WV.

Bizzocchi, J., Camlot, J., Simon, B., Tanenbaum, J. Games and Narrative - an Analytical Framework Revisited, *Conference of the Canadian Games Studies Association*, May 28-29, 2010, Montreal, Quebec. Lead Author.

Bizzocchi, J., The Fragmented Frame: the Poetics of the Split-Screen, *Media-in-Transition 6 Conference - Stone and papyrus, storage and transmission*, April 24-26, 2009, Cambridge MA. <http://web.mit.edu/comm-forum/mit6/papers/Bizzocchi.pdf>

Bizzocchi, J., Landscape (Re)-Visioned. *Visionary Landscapes - Conference of the Elecronic Literature Organization*, May 29 - June 1, 2008, Vancouver, WA.

Bizzocchi, J., The Virtual, the Real, and the Design of Cinematic Storyworlds, *Society for Cinema and Media Studies Conference 2008*, March 6-9, 2008, Philadelphia, PA.

Bizzocchi, J., Narrative and Games, *Canadian Games Studies Association Conference*, Sept. 21-24, 2006, York University, Toronto, ON.

* Bizzocchi, J., Demonstration Project: Ambient Video, *ACE 2006 - ACM SIGCHI International Conference on Advances in Computer Entertainment Technology*, Hollywood, CA, June 14-16, 2006

Bizzocchi, J., Split-screen: Aesthetics of the Fragmented Frame, *Society for Cinema and Media Studies*, March 2-5, 2006, Vancouver, BC.

Non-refereed contributions

Bizzocchi, J. "Ambient Video – Linear and Computationally Generative non-narrative Art", Visiting Scholar presentation, Comparative Media Studies Program, Massachusetts Institute of Technology, Oct. 5, 2012, Cambridge, MA.

Bizzocchi, J. "Close-reading Media Poetics", Comparative Media Studies Program - Colloquium Series, September 20, 2012, Massachusetts Institute of Technology, Cambridge, MA

Bizzocchi, J. "Close-reading and the Explication of Media Design", Conference Dinner Address, Media, Culture and Curriculum Special Interest Group, American Educational Research Association, April 15, 2012, Vancouver BC

*   Bizzocchi, J. (2011) Ambient Video, *Vague Terrain*, *20.* <http://vagueterrain.net/journal20/jim-bizzocchi/01>

Forthcoming contributions

Bizzocchi, J., Nixon, M., DiPaola, S., Funk, N., "The Role of Micronarrative in the Design and Experience of Digital Games", DeFragging Game Studies - Conference of the Digital Games Research Association, Atlanta, GA, Aug. 26-29, 2013. Presentation accepted, full paper submitted for proceedings.

Nixon, M., Bizzocchi, J., "Press X for Meaning: Interaction leads to Identification in Heavy Rain", DeFragging Game Studies - Conference of the Digital Games Research Association, Atlanta, GA, Aug. 26-29, 2013. Presentation accepted, full paper submitted for proceedings.

Bizzocchi, J. and Tanenbaum, J. Mass Effect 2 - A Case Study in the Design of Game Narrative, *Bulletin of Science, Technology and Society*, 19 pages. Publication pending.

Bizzocchi, J., "*Re:Cycle* - A Computationally Generative Ambient Video System", *Electronic Book Review*, paper submitted

Creative outputs (Exhibitions and Awards)

Exploring the Electronic Literary Landscape of the Pacific Northwest (Online Exhibit), Digital Humanities Institute, Victoria, June 6, 2013; *Re: Cycle*

Where Do We Stop and They Begin, Audain Gallery, Vancouver, BC, June 21-29, 2012; *Re:Cycle.* ELO2012 Media Arts Show, Morgantown,WV, June 20-23, 2012; *Re:Cycle.*

Macon Film Festival, Macon, Georgia, Feb 17-20, 2011; *Cycle.*

Zero Film Festival, New York, NY, Nov. 13-20, 2010; *Cycle.*

Costa Rica International Film Festival, Montezuma Costa Rica, November 18 - 21, 2010; *Cycle.*

Illinois International Film Festival (IIFF), Chicago, Illinois, Nov. 5th, 2010; *Cycle.*

IDEAS 10: Art and Digital Narrative Exhibition, (iDMAa Conference), Vancouver, BC, Nov. 2-7, 2010; *Cycle/Re:Cycle.*

Los Angeles Reel Film Festival, Los Angeles, Oct. 5th 2010; *Cycle.*

PikselSavers - Meta.Morf Biennal, Trondheim, Norway Oct. 7 – Nov. 7, 2010; *Long Falls.*

New Forms Festival, Gallery, Vancouver BC, Sept. 10 - 18, 2010; *Cycle* and *Winterscape.*

Okanagan Film and Video Festival, Kelowna, July 22-25, 2010; *Cycle.*

"A Series of Staggering Film and Video Events", Durham Art Gallery, Durham, Ontario, July 22-25, 2010; *Winterscape* and *Streaming Video.*

Athens International Film and Video Festival, Athens, Ohio, April 27, 2010; *Cycle.*

mediartZ: Art as Experiential, Art as Participatory, Art as Electronic, North Bank Artists Gallery, Vancouver WA, October 2-31, 2009; *Winterscape, Rockface II, Long Falls.*

Hyperrhiz.06. Summer 2009. *RockfaceII/Streaming Video.*

International Symposium on Computational Aesthetics in Graphics, Visualization and Imaging 2009, Art Program Screening, Victoria, BC, Canada May 28-30, 2009;*Winterscape.*

British Film Festival LA, Los Angeles, CA, May 2009;*Winterscape*. Winner - Best International Short.

Pixel Pops 2008, Krannert Art Museum, University of Illinois at Champagne, November 4, 2008 - January 4, 2009; *Winterscape*.

Design Cinema, Art Exhibition, Istanbul, Turkey, Nov 19-22, 2008; *Winterscape*.

809 International New Image Art Festival, Three Gorges area, China, July 25-August 5, 2008; *Winterscape/Streaming Video/Rockface II*.

Swansea Bay Film Festival 2008, Wales UK; *Winterscape*. Nominated for Best Avant-Garde Film.

Visionary Landscapes - Media Art Show, Conference of the Elecronic Literature Organization, May 29 - June 1, 2008, Vancouver, WA; *Winterscape*.

Houston World Film Fest, April 11-20, 2008, USA; *Winterscape*; Silver Award, Experimental Film Category.

Byron Bay Film Festival, Feb 29-Mar 8, 2008, Australia; *Winterscape*.

Victoria Film Festival, February 1-10, 2008, Victoria BC; *Winterscape*.

Liminal Screen Artist Residency, Banff Centre for the Arts, Artist's Screening, March 2007, Banff AB; *Cycle*.

Victoria Independent Film Festival, Feb. 2 - 11, 2007, Victoria BC; *Streaming Video*.

Peter Whyte Museum, Banff, Alberta, January to April, 2007, Banff AB; *Rockface, Streaming Video*, and *Winterscape*.

ACE (ACM SigCHI - Computers in Entertainment), Demo, June 14-16, 2006, Hollywood CA; *Winterscape*.

2. Other research contributions

- Organizer, screening of *ORA*, in stereoscopic 3D, for public and research community in Vancouver (May 9, 2013, SFU Surrey).
- GRAND Research Network, Co-Leader MOVITA Project - examining the poetics, applications and technologies of S3D Cinema and related advances in the visual expressivity of the moving image.
- Canadian Games Studies Association (CGSA), charter member, Board of Directors (2006-08)
- Peer reviewer for a variety of academic journals, scholarly conferences, and grant applications.

3. Most significant career contributions

My scholarly contributions all address the poetics of media practice - the channels for creative decision making. This includes the evolving poetics of the moving image - understanding how new technologies inflect cinema and video expressivity through devices such as the split-screen, complex visual layering, stereo 3D, and complex narrative constructions. A major thread within this direction is my explication of ambient video, my creative practice in linear Ambient Video art and my development of a computational ambient video system.

At the same time, I have been interested in the poetics of interactive narrative and game narrative. My scholarship has sharpened the understanding of narrative in interactive environments. I argue that in order to fully understand game narrative, one has to analyze how narrativity is expressed across a variety of facets of the game design: character, storyworld, emotion, narrativized interface, and micro-narrative plot sequences.

4. Career interruptions and special circumstances

For the Academic Year 2010-11 I assumed full-time administrative duty as the Director of the Masters of Digital Media Program at the shared (UBC, SFU, Emily Carr & BCIT) Great Northern Way Campus.

5. Contributions to training

I am currently the Senior or Co-Senior Supervisor for 4 Ph.D. students, and 5 Masters students. I sit on 6 other grad student Supervisory Committees. I have been Senior Supervisor for six successful Masters students. I have been a member of the Supervisory Committee for 3 successful Ph.D. students and 10 Masters. I have served as External Examiner for 4 Masters thesis defenses, as the Internal/External Examiner for 1 Ph.D. defense, and as the External Examiner for 4 Ph.D. comprehensive examinations.

I consistently involve my students with my research projects, employing them as research assistants to conduct literature reviews and close-readings and to help as co-authors with my scholarly papers. This work provides an opportunity for me to guide them with methodologies and skills in a one-on-one situation. When asked, I support their own research by acting as second author on their scholarly papers. I have also involved them on my creative video art, in particular during my expansion from traditional linear video to computational generative video.