

CHRIS COLATOS

COMPOSER | INTERACTIVE MULTIMEDIA ARTIST | EDUCATOR

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Curriculum Vitae

Profile

Accomplished and collaborative interdisciplinary artist and strategic educational leader with extensive teaching, administrative and creative direction experience. Expertise in studio practice, experimental composition, improvisation, interactivity and intermedia art. A dedicated practitioner and educator with acute focus on student success, efficient and effective project actualization, and fostering high morale. A passionate advocate for diverse and exploratory approaches to sound art, and developing innovative technologies to enable new forms of creativity and expression.

Teaching and Artistic Interests

Providing context, inspiring ideas, creating narrative, and supporting development.

Developing Technologies to Enable New Forms of Expression and Creativity	New Media
Interactive Environments as Real-Time Compositional Tools	Soundscape
Applications and Effects of Sound on Learning Efficacy	Sound Design
Interdisciplinary Arts Curriculum Development	Electronic Music
Custom Instrument Design and Orchestration	Performance Art
Technical and Creative Project Development	Signal Processing
Research and Thesis Advising and Critique	Interactive Design
Sound Art and Experimental Composition	Adaptive Storytelling
The Recording Studio as an Instrument	Percussion Ensemble
New Interfaces for Musical Expression	Electroacoustic Music
Indeterminacy and Graphic Notation	Intermedia Installation
Experiments in Musical Intelligence	Sound Producing Objects
Mysticism of Sound and Music	Human-Computer Interaction

Educational Experience

[05/02 – present]	Academic Programs Chair – SAE Expression College, Emeryville, CA
[05/16 – present]	Chair, Sound Arts – Chair, Interactive Audio
[01/12 – 05/16]	Associate Director, Sound Arts
[04/10 – 05/16]	Associate Director, Interactive Audio

- Directing education and operations of two Bachelor’s degree programs across two campuses.
- Developed and managed the rollout of Bachelor’s degree programs across campuses.
- Supervise curriculum development and implementation.
- Managed up to fifty faculty members.
- College representative for education and technology panels, conferences and workshops.
- Instructor of Computer Music, Experimental Composition, Intermedia Installation, Interactive Environment and Audio Design, the Recording Studio as an Instrument, Signal Processing,

- Technical and Creative Project Development, Capstone Research and Thesis Advisor. Taught almost every course in the Sound programs, at some point.
- Student review average: 4.86/5.0.
 - Awarded 'Instructor of the Year'. Awarded 'Faculty Member of the Year'.
 - Student success focused.
 - Actively involved in improving KPIs including new enrollments, attrition and reentries.
 - Responsible and direct support for thousands of students, collectively.
 - Assisted and supported thousands of student projects.
 - Direct multiple teams of advanced students in the production of audio projects, including collaboration with outside departments and clients.
 - Produced hundreds of projects w/ SF Bay Area artists – Recruit and manage client relationships.
 - Apple, Avid, Adobe certification liaison. Audio Engineering Society (AES) Student Chapter Advisor.
 - Research and Thesis Advisor.
 - Original Accreditation and renewal experience.
 - Experienced in U.S. DoE Gainful Employment regulations for Title IV eligible programs.
 - Experienced in Title IX regulations.
 - Maintain programs aligned w/ policies established by the Dean, Director of Education, Registrar.
 - Maintain faculty teaching credentials in compliance with state and federal regulations.
 - Extensive policy development experience.
 - Design and execute annual department budgets and purchasing in excess of \$1M.
 - Manage more than 120,000 square feet of audio/video equipment and facilities across two campuses, including direct supervision of purchasing for theater halls, lecture classrooms, music and post recording studios, computer labs, broadcast studio, radio station, live performance venues, and video production facilities.
 - Diagnose and troubleshoot analog and digital audio systems and implement solutions to ensure the reliable functioning of 30 zero-downtime studios and production suites.
 - Manage extensive analog and digital media archives.
 - Hire and train faculty, manage and organize faculty training and development initiatives.
 - Perform faculty observations and annual performance evaluations.
 - Manage the recruitment, contracting and billing of all faculty.
 - Design and implement faculty and course schedules.
 - Advise, plan and support Facilities in the design and development of branch campus and multi-million-dollar build-out of main campus.
 - Train Admissions Representatives to increase product knowledge; advise prospective students.
 - Annual catalog production.
 - Campus Learning Technologies Coordinator.
 - Campus Audiovisual Technical Services Coordinator.

[01/16 – present]

Chair, Audio Curriculum Committee – SAE USA

National Project Manager of Audio Curriculum Development for 9 U.S. Campuses. Diploma and Degrees curricula include: Audio Programming for Interactive Media, Electronic Music, Sound Design, Audio Electronics, Sound Art Installation, Projection Mapping, Programming for Sound Artists, Intermedia Composition, Studio Practice, Interactive Design, and Adaptive Audio.

[04/10 – present]

Course Director of Interactive Design – Expression College

Emeryville, CA – Course author and Instructor. Interactive environment design, audio programming, adaptive composition, sound design and implementation for non-linear interactive environments.

- [04/10 – present] **Course Director of Research Methods, Thesis Advisor – Expression College**
Emeryville, CA – Course author and Instructor. Collaborative experience for the research and development of a comprehensive creative technology project. Emphasis on roles and phases of the system development life cycle, execute all stages of creative-technical project research and development – create an interactive, audio-based, intermedia project of student’s own design.
- [05/07 – present] **Course Director of Computer Music – Expression College**
Emeryville, CA – Course author and Instructor. History of electronic music, MIDI spec, sequencing, sampling, synthesis, drum programming, graphical programming, audio editing, sound design, signal processing, electronic music, creating custom instruments, composing for multimedia applications and live performance, critically analyze electronic music principals and works.
- [10/12 – 10/15] **Lecturer – San Francisco State University**
San Francisco, CA – Lecturer and Curriculum Designer: Electronic Music, Sound Art. Student review average: 9.63/10.
- [02/11 – 06/15] **Executive Director – Apple Training Hawaii**
Kauai, HI – Founder and developer of the professional certification training centers from the ground up. Director of operations, facilities and infrastructure, maintained brand consistency across campuses and programs. Complete P&L accountability. Created and maintained web and social presence, and marketing. Managed/hired/trained program directors/faculty, developed and managed budgets, developed courses/curricula/policy.
- [09/09 – 06/14] **Founder/Program Director – Expression PRO**
Emeryville, CA – Independently developed and managed the professional training/certification branch of Expression College from the ground up. Enrolled 221 unique students in the first year. Complete P&L accountability. Authorized Training Center/Partner initiation experience. Courses/certifications in Apple (AATC), Avid (ALP), Ableton (ACTC), Adobe, social media, animation/visual effects, game design, filmmaking, creative coding, electronic music, synthesis, electronics, projection mapping, and installation. Ongoing training of 40 Pixar artists, Gold Level distinction from Apple. Accreditation compliance. Hired/developed/managed faculty/staff, developed curricula, instructional design, scheduling, budget, student advising, web/social media, online education.
- [01/10 – 01/12] **Project Manager of Curriculum Development – Expression College**
Emeryville/San Jose, CA – Project Manager of Curriculum Development and Authorship of the Bachelor of Applied Science in Interactive Audio degree.
- [04/03 – 04/10] **Course Director of Game Audio – Expression College**
Emeryville, CA – Course author and Instructor. Environment design, interactive audio programming, non-linear composition, sound design & implementation.
- [05/02 – 05/07] **Course Director of MIDI 1 & 2 – Expression College**
Emeryville, CA – Course author and Instructor. History of electronic music, MIDI spec, sampling, synthesis, graphical programming, signal flow, electronic music, live performance.

Honors and Awards

- [2009] **Faculty Member of the Year**
Expression College – Staff Selection
- [2008] **Instructor of the Year**
Expression College – Students' Selection

Professional Experience

- [07/93 – present] **Creative Director/CEO – THE STUDI/O: Design, Production & Consulting**
International – Intermedia experts, audio/visual/interactive production, software design, installation, performance engineering, studio design and consulting for hundreds of artists and clientele including Apple Inc., Google, WorkforceLogic, PETA, KSFR 90.7 FM (host), SMACNA, LeapFrog, Peachpit Press, Focal Press, Legends The Game, Honor Code Inc., Ableton, 1Light Media, Twisted Tools, iZotope, (dub legend) Scientist, Harbor Picture Company, Stardust Brands, Alsiona, Mazrine, Bag End, Universal Audio, Imagine Research, Narada Michael Walden, Massimiliano Giornetti, Salvatore Ferragamo.
- [03/91 – present] **Independent Contemporary and New Media Artist**
International – Electronic and electroacoustic music and sound design, physical structures, electronics, alternative controllers, self-constructed instruments, nontraditional and jazz drumming, studio, live performance, mixed media, installation.
- [02/11 – 08/15] **Composer/Producer/Music Supervisor – Country Road Films**
Los Angeles, CA – Multimedia production, mastering, composition and performance for clientele including GQ, Playboy, Vogue, PSY, and Katy Perry.
- [09/01 – 09/04] **Producer/Songwriter/Engineer/Mixer – Tarpan Studios**
San Rafael/Los Angeles, CA – Worked closely with one of Billboard Magazine's Top Ten Producers of all time, 57 #1 Hits, multi-Grammy, Emmy & multi-Platinum, Producer and Artist Narada Michael Walden. Worked on countless projects, including work for artists James Taylor, Carole King, Smokey Robinson, Greg Phillinganes, Siedah Garrett, Billy Joel, Sting, and Elton John.
- "A man for all seasons...from Ahmad Jamal to the hippest in contemporary music, Chris knows how it's done...a whiz with the computer and the drums. Chris has the genius touch." - Narada Michael Walden*

Education & Certifications

- [2017] **The University of Edinburgh, Moray House School of Education**
Edinburgh, Scotland, UK: Master of Science (MSc), Digital Education (ABD)
1st Honours Class
Education Theory/Instructional Technologies/Human-Computer Interaction/
Machine Learning/Educational Data Mining/Learning Analytics/Perceptual
Construal of Sound

- [2016] **Columbia University, Teachers College**
New York, NY, USA: Learning Analytics: Process and Theory (UoE credit)
Educational Data Mining/Intelligent Tutoring Systems/Artificial Intelligence
Professors Ryan S. Baker and Dragan Gašević
- [2016] **The Higher Education Academy**
Heslington, York, UK: Principal Fellow
- [2011] **Stanford University, Center for Computer Research in Music and Acoustics**
Stanford, CA, USA: Intelligent Audio Systems
Music Information Retrieval/Data Mining/Human-Computer
Interaction/Machine Learning/C++/MATLAB/Nonnegative Matrix Factorization
- [2011] **Gray Area Foundation for the Arts**
San Francisco, CA, USA: Creative Coding/Human-Computer Interaction
- [2007] **University of California, Santa Cruz**
Santa Cruz, CA, USA: Certificate - Algorithmic Computer Music (LISP)
Professor David Cope
- [2006 – present] **Apple Inc.**
Boston, MA, USA: Apple Master Trainer Certification (ACT) T3
Apple Certified Master Trainer (26 Certifications)
Boston, MA, USA: 🍏 Apple Certified Master Trainer
Peachpit Press, Technical Reviewer, Apple Pro Training Series: Logic Pro 9
- Apple Certified Pro End User Logic Pro 7
Apple Certified Pro End User Logic Pro 7 Adv.
Apple Certified Trainer Logic Pro 7
Apple Certified Trainer Logic Pro 7 Adv.
Apple Certified Pro End User Logic Pro 8
Apple Certified Pro End User Logic Pro 8 Adv.
Apple Certified Pro Soundtrack Pro 2
Apple Certified Master Pro Logic Studio 8
Apple Certified Trainer Logic Pro 8
Apple Certified Trainer Logic Pro 8 Adv.
Apple Certified Trainer Soundtrack Pro 2
Apple Certified Master Trainer Logic Studio 8
Apple Certified Pro End User Logic Pro 9
Apple Certified Pro End User Logic Pro 9 Adv.
Apple Certified Master Pro Logic Studio 9
Apple Certified Trainer Logic Pro 9
Apple Certified Trainer Logic Pro 9 Adv.
Apple Certified Master Trainer Logic Studio 9
Apple Certified Pro End User Logic Pro X 10
Apple Certified Master Trainer Logic Pro X 10
Apple Certified Pro End User Logic Pro X 10.1
Apple Certified Master Trainer Logic Pro X 10.1
Apple Certified Pro End User Logic Pro X 10.2
Apple Certified Master Trainer Logic Pro X 10.2
Apple Certified Pro End User Final Cut Pro X 10.2
Apple Certified Master Trainer Final Cut Pro X 10.2

- [2002 – present] **USDOE, CADOE, BPPE, ACCSC Accreditation**
Emeryville, CA, USA: Ongoing Education Faculty Development and Certification
- [2001] **Expression Center for New Media**
Emeryville, CA, USA: Bachelor of Applied Science (BASc), Sound Arts (Honors)

Academic Awards

- [2017] **1st Honours Class**, The University of Edinburgh
- [2001] **Honors**, Expression Center for New Media
- [2000] **Artistic Merit Scholarship**, Expression Center for New Media

Professional Associations

International Society for Music Information Retrieval (ISMIR)
Special Interest Group on Computer Graphics (SIGGRAPH)
Institute of Electrical and Electronics Engineers (IEEE)
Interactive Audio Special Interest Group (IASIG)
Association for Computing Machinery (ACM)
The Higher Education Academy (HEA)
Game Audio Network Guild (GANG)
Audio Engineering Society (AES)
Center for New Music (C4NM)
Fractured Atlas

Selected Works & Exhibitions

- [upcoming] **Stratum**, Center for New Music, San Francisco, CA.
- [2016] **Salvatore Ferragamo**, Composer, Lo Splendore Della Vita, International.
- [2016] **StocHastAkOviCh**, autocomposer
A fully programmable 16-step sequencer developed in a graphical environment. Probability distribution autocomposer functionality with Dmitri Shostakovich homage-scale constraint. Controls for independent and global pitch and velocity, independent and vector linear pitch and modulation, independent and global note on/off, and quick-drum-sequencer section.
- [2015] **Electroacoustic Compositions for Guitar** featuring **Mike Keneally**
- [2015] **Nightingale**, sonification of Phaedrus
Plato's dialog Phaedrus, represented by sound and musical traits; morphology; phonology.

- [2015] **Skeuomorph**, algorithmic concatenation
A short, atmospheric story created from an unrelated narration utilizing verbal concatenation.
- [2015] **Art Walk**, Interactive Audio Open Studios, Expression College, Emeryville, CA.
Interactive Multimedia Exhibitions.
- [2014] **Simulacrum**, formant transformations with Kyma.
- [2014] **Designing Musical Software**, San Francisco State University, A.S. Theater, San Francisco, CA. Presentation of live audio coding in a graphical environment, followed by an interactive performance utilizing original music software.
- [2013] **PSY**, Composer, Vogue Italia feature, International.
- [2013] C^2 , Boulevard, Chicago, IL. Electronic performance, laptop, physical objects, electronics, controllers.
- [2013] **Face2Phase**, facial gestural controller for audio and visual synthesis.
- [2012] **Katy Perry**, algorithmically produced composition, Vogue Italia, International.
- [2012] **Adaptive Systems Toolkit**, development in Kismet, graphical environments for interactive design.
- [2011] **GQ**, Composer, International.
- [2011] **PETA**, Composer, Save the Seals campaign, International.
- [2011] **Laptop Quintet**, Impromptu, CCRMA, Stanford University, Stanford, CA.
- [2010] **Playboy**, Composer, features, International.
- [2010] **Twisted Tools**, Sound Designer and Drum Programmer for Vortex, Scapes, Rolodecks, S-Layer, and Buffeater instruments.
- [2010] **SynthesImage**, spectral synthesis, audio sonification of image gallery.
- [2009] **CodeTrain**, algorithmic analysis and performance
Algorithmic compositional tool written in Common LISP to create performances in the style of John Coltrane. The software is capable of recognizing patterns in rhythm, note order, and melodic, harmonic and contrapuntal progressions, producing new music in the style of the input data set.
- [2008] C^2 , Tonic Room, Chicago, IL. Electronic performance, laptop, physical objects, electronics, controllers.
- [2008] **Glitch Machine v1.2**
LISP coded system used to analyze and modulate rhythm data sets and create rhythmically new, complex and polyrhythmic patterns.

- [2007] **Ellis, List S.onification**
Data analysis tool written in Common LISP. Originally utilized to provide an auditory representation of inaudible information such as earthquake activity, populations across locations, weather patterns, and extraterrestrial storms. Ellis scales and translates lists of information into MIDI pitch, velocity, on-times, duration, and channels, amongst other parameters.
- [2007] **a·morph·ous**, algorithmic composer
Transformative algorithmic compositional software written under the mentorship of David Cope and his Experiments in Musical Intelligence, with the original intention to produce more symphonic works in the styles of Gustav Mahler and Béla Bartók. Developed as a model, the software is capable of recognizing patterns in rhythm, note order, and melodic, harmonic and contrapuntal progressions, producing new music in the style of the input data set. Developed with three analysis systems: polyphonic without rhythm for intractability, polyphonic with rhythm utilizing a Markov decision model, and polyphonic with rhythm and measure structure utilizing a Markov model while constraining analysis to smaller segments for less divergent composition.
- [2006] **Legends The Game**, complete sound design.
- [2006] **IMPULSION**, electroacoustic improvisation & field recording soundscape
Multi-channel installation of an improvised performance of a self-designed percussion instrument and found sounds processed by self-designed impulse responses captured at their original recording location.
- [2006] **Viriconium**, Muse Gallery, Chicago, IL.
Autonomous and interactive prepared percussion and synthesis installation utilizing a recursive feedback instrument.
- [2005] **Scientist**, Dub Producer Hopeton Brown, Engineer.
- [2005] **Colour and Silence**, McGonigal's, Barrington, IL. Live electronics and sound and light experiments with live electronic ensemble 7 League Boots.
- [2004] **Explorer Smart Globe**, LeapFrog, Sound Designer and Editor (contract).
- [2004] **Girl on a Train**, The Onion, Chicago, IL. Electronic performance, laptop, noisemakers, electronics, controllers, drum kit.
- [2004] **String diSection**, interactive concatenation system developed within a game engine.
- [2003] **C²**, Lilly's, Chicago, IL. Electronic performance, laptop, physical objects, electronics, controllers, drum kit.
- [2002] **C²**, Expression Center for New Media, Emeryville, CA.
Installation of electronic music, tape experiments and live performance.
- [2002] **Sting**, Arranger, Rock for the Rainforest, Rainforest Foundation Concert, Carnegie Hall, New York, NY. Reconceptualization of previously composed

work. Worked with Musical Director Narada Michael Walden on high profile conversancy benefit spearheaded by Sting and Trudie Styler.

- [2002] **Carole King**, Arranger, Rock for the Rainforest, Carnegie Hall, New York, NY.
- [2002] **Smokey Robinson**, Arranger, Rock for the Rainforest, Carnegie Hall, New York.
- [2002] **Billy Joel**, Arranger, Rock for the Rainforest, Carnegie Hall, New York, NY.
- [2002] **James Taylor**, Arranger, Rock for the Rainforest, Carnegie Hall, New York, NY.
- [2002] **Elton John**, Arranger, Rock for the Rainforest, Carnegie Hall, New York, NY.
- [2002] **Siedah Garrett** (Michael Jackson/Madonna), Engineer, Siedah, Los Angeles, CA.
- [2001] **About Time**, tape effects study. Expression Center for New Media, Emeryville, CA.
- [2000] **Jack Kerouac**, music composed by transforming recordings of Jack Kerouac reading his work. Conversely, the spoken word is effected by parameters unique to the newly generated composition.
- [1999] **इंडिया**, field recording library created throughout Australia and India.
- [1998] **Duet**, J. Angelo (saxophones, flute) C. Colatos (drums/effects) live 90.7FM SFPR.
- [1997] **صلح**, Improvised processed drone ensemble. Whispering Dove, Santa Fe, NM.
- [1997] **Blight**, Cerrillos Historical Society, Duet, w/ J. Angelo. Railhouse, Cerrillos, NM.
- [1997] **Inharmonique**, Michael Wilding Gallery, Santa Fe, NM.
Installation, two reel-to-reel tape machines and electronics, experiments in equal temperament and alternative tunings.
- [1996] **Percussion Ensemble**, International Community School, Addis Ababa, Ethiopia.
- [1996] **ጭጭታ**, field recording library created throughout East Africa.
- [1996] **Baroque Ornaments**, Santa Fe Art Institute, Santa Fe, NM.
Visiting artist, Soundscape Installation for tape and projection of reimagined and recorded historical and contemporary local sound.

Selected Mixed Media

- [2016] **ilinx**, abstract, circles, and circles, acrylic.
- [2014] **kangchenjunga**, watercolour.
- [2012] **penumbrae**, action abstraction.
- [2011] **scintilla convergence**, data points plotted on canvas, pointillism.

- [2010] **κῦμα**, starches, oil, acrylic, experiments in cymatics.
- [2009] **kcollop**, gestural abstraction.
- [2008] **the river**, acrylic, ink, salt, sand, acid, all implementation in a single direction.

Selected Recent Writings

- [2016] **ADAPTIVE LEARNING DESIGN IMPLICATIONS: EFFECTS OF MULTIMEDIA ON LEARNING EFFICACY AND COGNITIVE LOAD**
 An experimental and data-driven study to inform effective adaptive learning domain model development decisions with an incipient exploration of cognitive load and learning efficacy when utilizing multimedia stimuli. The systems underlying these platforms rely on sophisticated feedback of human interaction, educational theory, learning analytics and educational data mining. The pilot is comprised of an overview of the proposed research, relevant literature of orthogonal and intersecting agendas, imbricated methodological experimentation, data processing and anticipated challenges. Results demonstrate that media types and combinations of media exhibit varying cognitive load, consequently impacting learning efficacy.
- [2016] **EFFECTS OF ARTS EDUCATION AND UNDERSERVED COMMUNITIES**
 This article explores the potential of arts education access and practice, and advocates that arts education is integral to human rights, social justice and academic, democratic and cultural inclusivity with qualities of importance to the empowerment and equity of underrepresented communities.

Selected Critical Broadcasts, Radio

- [April 26, 1998] Host KSFR 90.7 FM, Santa Fe Public Radio, Artist Portrait: Steve Reich
- [April 19, 1998] Host KSFR 90.7 FM, Santa Fe Public Radio, Artist Portrait: Daphne Oram
- [April 12, 1998] Host KSFR 90.7 FM, Santa Fe Public Radio, Artist Portrait: King Tubby
- [April 5, 1998] Host KSFR 90.7 FM, Santa Fe Public Radio, Artist Portrait: Morton Feldman
- [March 29, 1998] Host KSFR 90.7 FM, Santa Fe Public Radio, Artist Portrait: Pierre Schaeffer
- [March 22, 1998] Host KSFR 90.7 FM, Santa Fe Public Radio, Artist Portrait: Edgard Varèse
- [March 15, 1998] Host KSFR 90.7 FM, Santa Fe Public Radio, Artist Portrait: Éliane Radigue
- [March 8, 1998] Host KSFR 90.7 FM, Santa Fe Public Radio, Artist Portrait: Laurie Spiegel
- [March 1, 1998] Host KSFR 90.7 FM, Santa Fe Public Radio, Artist Portrait: Pierre Boulez
- [February 22, 1998] Host KSFR 90.7 FM, Santa Fe Public Radio, Artist Portrait: Alexander Scriabin
- [February 22, 1998] Host KSFR 90.7 FM, Santa Fe Public Radio, Artist Portrait: Mathews and Risset
- [February 15, 1998] Host KSFR 90.7 FM, Santa Fe Public Radio, Artist Portrait: Pauline Oliveros
- [February 8, 1998] Host KSFR 90.7 FM, Santa Fe Public Radio, Artist Portrait: Earle Brown
- [February 1, 1998] Host KSFR 90.7 FM, Santa Fe Public Radio, Artist Portrait: R. Stevie Moore
- [January 25, 1998] Co-Host KSFR 90.7 FM, 'Stereo Jelly', Punk, Noise, Industrial, Avant-Garde
- [January 25, 1998] Host KSFR 90.7 FM, Santa Fe Public Radio, 'All Talk Don't Bounce'
- [January 25, 1998] Host KSFR 90.7 FM, Santa Fe Public Radio, Artist Portrait: Joan La Barbara
- [January 18, 1998] Co-Host KSFR 90.7 FM, 'Stereo Jelly', Punk, Noise, Industrial, Avant-Garde
- [January 18, 1998] Host KSFR 90.7 FM, Santa Fe Public Radio, 'All Talk Don't Bounce'
- [January 18, 1998] Host KSFR 90.7 FM, Santa Fe Public Radio, Artist Portrait: John Coltrane
- [January 11, 1998] Co-Host KSFR 90.7 FM, 'Stereo Jelly', Punk, Noise, Industrial, Avant-Garde

[January 11, 1998]	Host KSFR 90.7 FM, 'Eclecticism', Reggae, Hip Hop, Jazz, Electronic, Various
[January 11, 1998]	Host KSFR 90.7 FM, Santa Fe Public Radio, Artist Portrait: Anthony Braxton
[January 4, 1998]	Co-Host KSFR 90.7 FM, 'Stereo Jelly', Punk, Noise, Industrial, Avant-Garde
[January 4, 1998]	Host KSFR 90.7 FM, 'Eclecticism', Reggae, Hip Hop, Jazz, Electronic, Various
[January 4, 1998]	Host KSFR 90.7 FM, Santa Fe Public Radio: AP: Ayler, Coleman, Dolphy, Gilmore
[December 28, 1997]	Co-Host KSFR 90.7 FM, 'Stereo Jelly', Punk, Noise, Industrial, Avant-Garde
[December 28, 1997]	Host KSFR 90.7 FM, 'Eclecticism', Reggae, Hip Hop, Jazz, Electronic, Various
[December 28, 1997]	Host KSFR 90.7 FM, Santa Fe Public Radio, AP: The Velvet Underground
[December 21, 1997]	Host KSFR 90.7 FM, Santa Fe Public Radio, Artist Portrait: Iannis Xenakis
[December 14, 1997]	Host KSFR 90.7 FM, Santa Fe Public Radio, Artist Portrait: Terry Riley
[December 7, 1997]	Host KSFR 90.7 FM, Santa Fe Public Radio, Artist Portrait: Giacinto Scelsi
[November 30, 1997]	Host KSFR 90.7 FM, Santa Fe Public Radio, Artist Portrait: Berg and Webern
[November 23, 1997]	Host KSFR 90.7 FM, Santa Fe Public Radio, Artist Portrait: Aphex Twin
[November 16, 1997]	Host KSFR 90.7 FM, Santa Fe Public Radio, Artist Portrait: Squarepusher
[November 9, 1997]	Host KSFR 90.7 FM, Santa Fe Public Radio, Artist Portrait: Autechre
[November 2, 1997]	Host KSFR 90.7 FM, Santa Fe Public Radio, Artist Portrait: Negativland
[October 26, 1997]	Host KSFR 90.7 FM, Santa Fe Public Radio, Artist Portrait: Alvin Lucier
[October 19, 1997]	Host KSFR 90.7 FM, Santa Fe Public Radio, Artist Portrait: Christian Wolff
[October 12, 1997]	Host KSFR 90.7 FM, Santa Fe Public Radio, Artist Portrait: David Tudor
[October 5, 1997]	Host KSFR 90.7 FM, Santa Fe Public Radio, Artist Portrait: La Monte Young
[September 28, 1997]	Host KSFR 90.7 FM, Santa Fe Public Radio, Artist Portrait: John Cage
[September 21, 1997]	Host KSFR 90.7 FM, Santa Fe Public Radio, Artist Portrait: Erik Satie
[September 14, 1997]	Host KSFR 90.7 FM, Santa Fe Public Radio, Artist Portrait: Fela Kuti
[March 1992]	Guest Co-Host WZRD 88.3 FM, Northeastern Illinois University, Chicago, IL
[February 1992]	Guest Co-Host WZRD 88.3 FM, Northeastern Illinois University, Chicago, IL
[February 1992]	Guest Co-Host WZRD 88.3 FM, Northeastern Illinois University, Chicago, IL
[January 1992]	Guest Co-Host WZRD 88.3 FM, Northeastern Illinois University, Chicago, IL

References

Brian Andrews

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School of Cinematic Arts, College of Computing and Digital Media
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