

Andrew Quitmeyer, PhD

Digital Design and Adventure

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Work

National University of Singapore

Assistant Professor of Interactive Media

Exploring Digital Naturalism's research at the professional, academic tenure-track level.
Teaching interactive art and design concerning frontiers of engaging with natural systems.
Leading outdoor mobile workshops with designers and field biologists around the world.

2017 -
Present

Discovery Networks - "Hacking the Wild"

Television Host and Designer

Starred in an international TV show based on Digital Naturalism's "mobile making" concepts.

2015 -
2017

Education

Georgia Institute of Technology

Ph.D. *Digital Media* - "Digital Naturalism"
M.S. *Digital Media* (Best Project Award)

My "Digital Naturalism" research investigates physical computing for biological field research. This independent research developed techniques and tools with scientists in rainforest expeditions to help engage animals and environments in novel ways.

2009 -
2015

Research

Selected Publications

- Quitmeyer. "Digital Naturalist Design Guidelines," *Proceedings of the 11th ACM conference on Creativity and cognition*. ACM. (2017)
- Quitmeyer. "The First Hiking Hacks: Exploring Mobile Making for Digital Naturalism," *Proceedings of the 11th ACM conference on Creativity and Cognition*. ACM. (2017)
- Quitmeyer, Quitmeyer. "Yarncraft and Cognition: an Art Installation," *Proceedings of the 11th ACM conference on Creativity and cognition*. ACM. (2017)
- Quitmeyer, Perner-Wilson. "Wearable Studio Practice." *Proceedings of the 2015 ACM International Joint Conference on Pervasive and Ubiquitous Computing - Wear and Tear Workshop*. ACM, (2015)
- Quitmeyer, Durkin, Clifton. "Ruggedization of Vibration Motors." *Proceedings of the 2015 ACM International Joint Conference on Pervasive and Ubiquitous Computing - Wear and Tear Workshop*. ACM, (2015)
- Quitmeyer. "Digital Naturalism: Designing Holistic Ethological Interaction." *CHI'14 Extended Abstracts on Human Factors in Computing Systems*. (2014)
- Nitsche, Quitmeyer, et al. "Teaching Digital Craft." *alt.chi - CHI '14 Human Factors in Computing Systems*. (2014)
- Quitmeyer, Nitsche. "Mark Your Territory: Bridging Ownership between Real and Digital Spaces," *Cybernetics - Leonardo Electronic Almanac*. (2014)