

## Artist Statement

As an artist and designer, I am interested in creating compelling experiences for people through interactive computer-mediated communication. My work explores the context of the computer interface as an environment for both emotional and cognitive engagement. The two main purposes of this exploration are to help people 1) develop a more acute mode of interpretation in light of the complexity of contemporary media; and 2) experience the exhilaration that can result from creative participation.

To accomplish these outcomes, my work involves an interdisciplinary approach to the medium of human-computer interaction. The disciplinary perspectives involved in this approach include art, design, psychology, sociology, computer science, and instructional design. The structure of my inquiry commonly follows a design exploration process, in which the fundamental research question often begins with “What if...” As such, much of my work explores establishing new connections between disparate epistemologies.

My current creative activities center on exploring how interactive design and digital media can be used to facilitate individual expression and community involvement. This exploration includes considering topics ranging as widely as the therapeutic potential of digital media and current trends in online social media. The unifying characteristic of these activities is my intent to help people through creative processes, both theirs and my own.

My previous work has investigated the relationship between multisensory feedback and a person’s sense of immersion, as well as the concept of agency in novel computer interfaces. My immediate goals include pursuing increasingly compelling experiences for the audiences of my work, and continuing to contribute to the next generation of interactive artists and designers as a faculty member in higher education. The shared result of these goals will be the production of interactive artworks that promote understanding and foster community.