

# Eric Kabisch

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<b>Education</b>	<b>Ph.D. Information and Computer Science</b>   Informatics 2011 University of California, Irvine. Dissertation: <i>Lived and Imagined: Information and Storytelling in Geographic Systems.</i>
	<b>M.F.A. Studio Arts</b>   Art Computation Engineering 2006 University of California, Irvine. Thesis: <i>Landscape Denatured: Digitizing the Wild.</i>
	<b>B.A. Telecommunications, Music Minor</b> 1996 Indiana University, Bloomington.
	<b>A.S. Audio Technology</b> 1994 Indiana University, Bloomington.
<b>Experience</b>	<b>Interaction Design Researcher and Developer</b> 2007 - 2010 Laboratory for Ubiquitous Computing and Interaction, Irvine, CA. <i>Designed and developed a vehicle-based augmented reality platform, evaluated its use, published the results. Collaborated and led teams on other projects in human computer interaction, human plant interaction, and tangible/embedded computing.</i>
	<b>Games Researcher and Developer</b> 2004 - 2006 Game Culture and Technology Lab, Irvine, CA. <i>Designed and programmed an application to visualize the social network of an alternate reality game. Helped design a large-scale interactive museum installation and online integration. Participated in residency on game technologies.</i>
	<b>Research Fellow</b> 2004 - 2005 California Institute of Telecommunications and Information Technology, Irvine, CA. <i>Built an interactive spatialized sound environment controlled by a sensor network. Built an immersive 360° projection environment and software for the interactive sonification of panoramic photography.</i>
	<b>Freelance Designer and Developer</b> 2003 - present Fluxt Design, Venice, CA. <i>Developed online games for clients like Disney, Warner Brothers, Gifts.com. Web interface design, application development, online video, and custom CMS module development. Information architecture for a county web Geographic Info System.</i>
	<b>Interactive Art Director</b> 2001 - 2002 CollegeClub.com, San Diego, CA. <i>Directed the design and development of games, online marketing material, community features and daily graphics for a large web portal. Interfaced between biz dev and web dev, translating marketing and partner objectives to designs, functional and technical specifications.</i>
	<b>Senior Designer</b> 2000 - 2001 CollegeClub.com, San Diego, CA. <i>Designed graphics, UI, page layouts, illustrations, animations, games and rich applications. Coded HTML, Actionscript, PHP and Java.</i>
	<b>Freelance Designer and Developer</b> 1998 - 2000 Fluxt Design, San Diego, CA. <i>Designed and animated web-based shorts for an interactive entertainment company. Developed online games for children's toy company. Co-created several published CD-ROM titles for a Fortune 500 company. Designed and developed websites.</i>

**Interactive Training Producer** 1998 - 1999

CATS, Bloomington, IN. Developed interactive computer-based training for staff and public, including instructional design and interactive CD-ROM content.

**Co-owner and Engineer** 1996 - 2000

Farm Fresh Studios, Bloomington, IN. *Designed, constructed, and operated as a partner of a professional music recording studio. Produced, engineered, or mastered hundreds of recordings.*

**Production Assistant** 1995 - 1996

CATS, Bloomington, IN. *Produced video and audio for television, in the field and the studio.*

## Skills

**Concept Development and Direction** - Interaction and experience design, art direction, usability analysis and specifications, instructional design, project management, research publication, strong written and verbal communication.

**Design** - UI/UX design, graphic design for web and print, animation and motion graphics, GIS and cartography, game design and programming, installation design, information visualization.

**Programming** - Actionscript, Java, Max/MSP/Jitter, PHP, MySQL, GIS (ESRI and open source), OpenGL, HTML, XML, Javascript, AJAX, jQuery, CMS development (Drupal, Wordpress).

**Hardware** - Wireless sensors, motion capture, machine vision, audio recording/processing/synthesis equipment, carpentry and metalwork, microprocessors, electronics, GPS, Linux/Mac/PC.

**Other** - Audio production, video production, music composition and performance, backpacking, cooking, writing, gardening, capoeira, jamming.

## Awards and Fellowships

Newkirk Center for Science and Society Fellowship (2009-10).

Intel People and Practices Research Grant (2008).

Butterworth Research and Commercialization Grant (2008).

Top-six rated Thesis by Leonardo Electronic Almanac review panel (2007).

Achievement Awards for College Scientists (ARCS) research scholarship (2007-2009).

Medici Scholar, Claire Trevor School of the Arts (2005).

California Institute for Telecommunications and information Technology fellowship (2004).

Ad:Tech Awards, Best Wireless Marketing Campaign (2002). *Sony (SPDE) wireless SMS campaign.*

## Professional Activities

Membership in organizations including: International Game Developers Association (IGDA), Association for Computing Machinery (ACM), Los Angeles SIGGRAPH.

Reviewer for publications including: ACM Conference on Human Factors in Computing Systems (CHI), ACM Creativity and Cognition, International Conference on Ubiquitous Computing (UbiComp), Journal of Space and Culture, ACM Computers in Entertainment, User Interface Software and Technology (UIST).

## Teaching Experience

**Instructor** 2005 - 2007

University of California, Irvine. Designed and taught courses in *Digital Multimedia and Interactive Digital Media for digital arts majors. These courses focused on both technical and design literacy in the digital arts.*

## Teaching Assistant

2004 - 2009

University of California, Irvine. Assisted in the curriculum development and teaching of several classes. Led work sessions and studios on various media techniques. Facilitated group discussion on readings. Evaluated and provided student feedback on assignments and essays. Mentored and led project classes. Courses include: Interactive Arts Programming, Computer Audio and Music Programming, Digital Arts History and Theory, Ubiquitous Computing Projects Class.

## Publications

Kabisch, E. (2011) Lived and Imagined: Information and Storytelling in Geographic Systems. Doctoral dissertation. University of California, Irvine.

Kabisch, E. (2010). Mobile after-media: trajectories and points of departure. *Digital Creativity*, Vol. 21, No. 1, pp. 51 – 59.

Kabisch, E. (2009). Mobile after-media, cultural narratives and the data Imaginary. Conference on Digital Arts and Culture 2009.

Kabisch, E. (2008) Datascape: a Synthesis of Embodied and Synthetic Worlds. *Space and Culture*, Vol. 11, No. 3, 222-238.

Kabisch, E. Hybrid Ecologies. (2008). International Symposium on Electronic Arts (ISEA) 2008, Singapore.

Kabisch, E. (2007) From Virtual to Hybrid Worlds. *UbiComp 2007: Ubiquitous Computing*, adjunct proceedings. pp. 212-215, 302-304.

Kabisch, E. A. (2007). A periscope for mobile discovery and narrative. 6th ACM SIGCHI conference on Creativity & cognition, Washington, DC, USA.

Kabisch, E. (2007) Urban Computing and Mobile Devices. *WIP in Pervasive Computing*, IEEE, Vol. 6, No. 3. pp. 52-57.

Kabisch, E. A. (2006). Landscape Denatured: Digitizing the Wild. M.F.A. thesis, University of California, Irvine. <http://e.fluxt.com/thesis/>.

Kabisch, E. (2006). Datascape: A Mobile Exploration of Georeferenced Data. Paper presented at the Institute for Software Research 2006 research forum, Irvine, CA.

Kabisch, E., Kuester, F., & Simon, P. (2005). Sonic panoramas: experiments with interactive landscape image sonification. Paper presented at the ICAT '05: 2005 international conference on Augmented tele-existence, Christchurch, New Zealand.

Williams, A., Kabisch, E., & Dourish, P. (2005). From Interaction to Participation: Configuring Space Through Embodied Interaction. *UbiComp 2005: Ubiquitous Computing*, 287-304.

Kabisch, E., Williams, A., & Paul, D. (2005). Symbolic objects in a networked gestural sound interface. Poster presented at the CHI '05: CHI '05 extended abstracts on Human factors in computing systems, Portland, OR, USA.

## Lectures and Workshops

Bizarro Game Controllers, workshop at TEI 2011, Funchal Portugal. Co-organizer.

Ecomm 2010, Augmented Reality Conference, San Francisco, CA. Invited talk.

Creativity and Cognition 2009, Berkeley, CA. Workshop paper.

UCLA Center for Embedded Networked Sensing, Los Angeles, CA (2009). Lecture.

International Symposium for Electronic Arts (ISEA) 2008, Singapore. Paper talk.

Inaugural Institute for the Science of Socio-technical Systems, Ann Arbor, MI (2008).- HASTAC

Techno-travels and telemobility, UCI and UCLA (2008). Talk and poster.  
Urban Mixed Reality, CHI 2008, Florence, Italy. Workshop paper.  
The Culture of Virtual Worlds conference, Irvine, CA (2008). Paper talk: Datascape.  
The Mobile City conference, workshops, Rotterdam, NL (2008). Workshop paper.  
Imaging the City workshop, CHI 2007, San Jose, CA.  
Intel, Portland, OR (2007). Lecture: Mobile narratives and the city.  
HASTAC Thinking Through New Media, Duke University (2006). Paper talk: Datascape.  
Institute for Software Research, UCI (2006). Paper talk: Datascape.  
UC Digital Arts Research Network Graduate Forum, UCLA (2006). Paper talk: Datascape.  
ICAT 2005, Christchurch, New Zealand (2005). Paper talk: Sonic Panoramas.  
Institute for Software Research, Research Forum, UCI (2005). Poster: SignalPlay.

#### Exhibitions and Demonstrations

O'Reilly Emerging Technologies (ETech), San Diego, CA (2008). Datascape.  
Playtech, exhibition, Orange County Museum of Art Orange Lounge (2007). Sonic Panoramas.  
Creativity and Cognition, Washington, DC (2007). Datascape.  
ISEA 2007, San Jose, CA. C5 Quest for Success.  
Umweltforshöw, exhibition, Beall Center for Art and Technology, Irvine, CA (2006). Datascape.  
SoundWalk 2005, Long Beach, CA. Sonic Panoramas, an interactive sound and image installation.  
Eccentric Orbits, group exhibition, University of California, Irvine (2005). Installation: SonicPanoramas.  
ACM CHI 2005, Portland, OR. Poster: Symbolic Objects in a Networked Gestural Sound Interface.  
University of California, Irvine, CA (2004). Installation: SignalPlay, a sensor-based sound environment.  
California Institute for Telecommunications and Information Technology (CalIT2) building grand opening, Irvine, CA (2004). Installation: SignalPlay.

#### Publicity

Daily Pilot, Fun with a focus on interaction (June 2007). Article: Sonic Panoramas.  
KPCC, Southsren California Public Radio (May 2006). News segment and interview: Datascape.  
New University, Umweltforshow at Beall Center, (May 2006). Article and interview: Datascape.  
Interface Magazine (Fall 2005). Article and interview: Sonic Panoramas.  
Los Angeles Times, An All Around Soundfest (Aug 2005). Article and interview: Sonic Panoramas.  
Calit2, Sonic Panoramas Featured in SoundWalk (Aug 2005). Article and interview: Sonic Panoramas.