

Education

- PhD Interdisc./Intermedial Collaborative Practices, University of Maine, Orono, ME 2014
Dissertation: Use of Algorithmically-Moderated Collaboration Models in
Offline Distributed Creativity Situations
(Chair: Dr. Owen F. Smith. Committee: Marcia Douglas, Dr. Anne Goodyear, Dr.
Kirsten Jacobson, Dr. Kristin Sobolik)
- MFA Intermedia, University of Maine, Orono, ME, 2011
Thesis: The Variable Museum
(Chair: Dr. Owen F. Smith. Committee: Jon Ippolito, Dr. Jessica Miller, Dr. Nicholas
Giudice)
- BA New Media, University of Maine, Orono, ME, 2007

Grants, Awards, and Honors

- 2022 Design Initiative at Dartmouth Course Grant, Dartmouth Center for the Advancement
of Learning
- 2022 Digital Projects for the Public (Prototyping), National Endowment for the Humanities
(Co-PD with PD Damiano Benvegnu)
- 2022 Collaborative Research Grant (Convening), National Endowment for the Humanities
(Key Personnel with Mark Williams)
- 2022 Project Grant, Leslie Center for the Humanities (PI)
- 2022 CompX Award, Neukom Institute for Computational Science (PI)
- 2022 Venn Vision Grant, Leslie Center for the Humanities (Co-PI with James Mahoney,
Monica Ndounou)
- 2020 Experimental Learning Initiative Grant, Dartmouth Center for the Advancement of
Learning (Co-PI with Dan Rockmore)
- 2020 Dartmouth COVID-19 Spark Funding, Dartmouth College (Co-PI with Dan Rockmore)
- 2019 Magnuson Center Software Development Grant, The Magnuson Center for
Entrepreneurship at Dartmouth College (PI)
- 2018 Level III Digital Humanities Advancement Grant, National Endowment for the
Humanities Office of Digital Humanities (Co-PI with Mark Williams)
- 2018 Tier II Research & Development Grant, National Endowment for the Humanities
Preservation and Access Division (Co-PI with Mark Williams)
- 2018 Magnuson Center Software Development Grant, The Magnuson Center for
Entrepreneurship at Dartmouth College (PI)
- 2018 UMaineGOLD Development Grant, University of Maine
- 2016 Knight News Challenge Winner, John S. and James L. Knight Foundation (Co-PI with
Nicholas Giudice, Dimitrios Latsis, Lorenzo Torresani, Mark Williams)
- 2016 E-Learning Technology Grant, University of Maine (Co-PI with Jon Ippolito)

2015 Tier I Research & Development Grant, National Endowment for the Humanities Preservation and Access Division (Senior Staff with PI Mark Williams)

2015 E-Learning Technology Grant, University of Maine (Co-PI with Jon Ippolito)

2014 Research Grant, University of Maine Intermedia MFA Program

2013 HASTAC Scholar, Humanities, Arts, Science, and Technology Alliance and Collaboratory

2013 Maine Economic Improvement Fund Doctoral Dissertation Fellowship Award, University of Maine Graduate School

2013 Travel to Present Grant, University of Maine Graduate Student Government

2012 Research Equipment Grant, University of Maine Graduate Student Government

2012 Chase Distinguished Research Assistantship, University of Maine Graduate School

2012 Stage 1 and 2 Winner, Digital Media+Learning Competition 4, HASTAC/Mozilla Foundation/MacArthur Foundation (PI)

2011 Alston D. and Ada Lee Correll New Media Researcher in Residence, Fall 2011, University of Maine

2011 Research Equipment Grant, University of Maine Graduate Student Government

2010 Faculty Research Grant, University of Maine (with Nicholas Giudice)

2010 Travel to Present Grant, University of Maine Graduate Student Government

2010 Research Grant, University of Maine Intermedia MFA Program

2009 Research Equipment Grant, University of Maine Intermedia MFA Program

2009 1st Place, Visual and Performing Arts, University of Maine Graduate Research Expo

2006 J. Morris Weinberg Student Innovation Award, University of Maine

2003 John M. Rezendes Ethics Award, University of Maine Honors College

Professional Experience

Present–2019 Dartmouth College Department of Film and Media Studies, Lecturer, Hanover, New Hampshire

Present–2019 Dartmouth Data Experiences and Visualizations Studio, Director, Hanover, New Hampshire

Present–2019 Dartmouth College, Digital Humanities Program Manager, Hanover, New Hampshire

Present–2017 Media Ecology Project, Associate Director, Dartmouth College, Hanover, New Hampshire

Present–2011 University of Maine Graduate School, Adj. Asst. Professor, Orono, Maine

Present–2007 Still Water (for network art and culture), Senior Researcher, Orono, Maine

2019–2012 The Core 5 Incident, Co-Founder and President, Orono, Maine

2019–2017 Dartmouth College, Lead Application Developer (Digital Humanities), Hanover, New Hampshire

- 2017–2013 Media Ecology Project, Architect, Dartmouth College, Hanover, New Hampshire
- 2017–2014 Dartmouth College, Lead Application Developer (Institutional Repository), Hanover, New Hampshire
- 2014–2011 Alliance for Networking Visual Culture, Experimental Developer (Scalar project), University of Southern California, Los Angeles, California
- 2012–2011 Virtual Environments and Multimodal Interaction Lab, Technical Consultant, Orono, Maine
- 2011–2010 Virtual Environments and Multimodal Interaction Lab, Senior Programmer, Orono, Maine
- 2011–2009 University of Maine New Media, Teaching Assistant, Orono, Maine
- 2011–2007 Variable Media Network, Senior Developer, Orono, Maine
- 2009–2008 University of Maine New Media, Adjunct Lecturer, Orono, Maine
- 2007–2003 University of Maine New Media, Web Developer, Orono, Maine
- 2006–2005 Re:Poste, Founder, Corinth, Maine
- 2005–2001 University of Maine Upward Bound, Database Administrator, Orono, Maine
- 2000–1998 Instructional Technologies, Manager for Special Projects, Orono, Maine
- 1998–1996 Instructional Technologies, Consultant, Orono, Maine
- 1996–1994 University of Maine Upward Bound, Webmaster, Orono, Maine

Selected Presentations and Conferences

- 2022 “Entangled Ecologies: Digital Storytelling in the Shaker Forest Landscape”, October 1, (Re)thinking Landscape: Ways of Knowing/Ways of Being, New Haven, Connecticut
- 2022 “Right-Click to Preserve? Preservation, NFTs, and Distributed Ledgers”, September 13, iPres 2022, Glasgow, Scotland
- 2022 “Right-Click to Save: Preservation, NFTs, and Distributed Ledgers”, June 10, 2nd Summit on New Media Art Archiving–International Symposium on Electronic Art 2022, Barcelona, Spain
- 2022 “DH Workshop: The Media Ecology Project”, June 3, Women and the Silent Screen XI: Women, Cinema, and World Migration, New York City, New York
- 2022 “The Media Ecology Project: New Digital Tools for Networked Archival Research and Visual Culture Pedagogy”, March 12, Society for Cinema and Media Studies 2022, Online
- 2021 “Building an XR Center on Campus: Lessons from the Field (panelist)”, October 27, EDUCAUSE Annual Conference, Philadelphia, Pennsylvania
- 2021 “Immersion to Pedagogy: St. Paul’s Outside the Walls (app demo)”, October 27, EDUCAUSE Annual Conference, Philadelphia, Pennsylvania
- 2021 “Used To Be Different, Now It’s the Same? The Post-Pandemic Makeover of Museums”, April 22, Art, Museums, and Digital Cultures, Online

- 2021 "Media Ecology Project Update: Collaborative DH Synergies to Produce New Research in Visual Culture History", April 16, AMIA Spring 2021, Online
- 2021 Conference Co-Host, April 15, Beyond Zoom 2: Promise and Reality of XR, Online
- 2021 "New Directions in DH Visual Culture Studies: The Media Ecology Project", March 5, International Multimodal Communication Center at University of Oxford, Online
- 2021 "Used To Be Different, Now It's the Same? The Post-Pandemic Makeover of Museums", January 21, Hood Museum of Art, Online
- 2020 "Beyond Zoom: XR for Teaching and Researching in the COVID-19 Era Recap", November 9-18 (asynch), Online Learning Consortium Accelerate 2020, Online
- 2020 "Beyond Zoom: XR for Teaching and Researching in the COVID-19 Era Recap", October 27, EDUCAUSE Annual Conference 2020, Online
- 2020 "Getting Started with VR," October 13, EDUCAUSE Learning Lab | Extended Reality, Online
- 2020 Conference Co-Host, August 7, Beyond Zoom: XR for Teaching and Research in the COVID-19 Era, Online
- 2019 "Launching the DEV Studio," December 3, Neukom Institute AR/VR Workshop, Hanover, NH
- 2019 "Building Scholarly Partnerships for Machine Learning," September 20, The Library of Congress, Washington, DC
- 2019 "The Media Ecology Project: New Digital Resources for Media Art/History," August 24, New England Humanities Consortium Digital Humanities Retreat, Portsmouth, New Hampshire
- 2019 "Collaborative Synergies to Train Computer Vision Analysis," July 12, Digital Humanities 2019, Utrecht, Netherlands
- 2019 "Tutorial on the Semantic Annotation Tool," July 8, AVinDH SIG at Digital Humanities 2019, Utrecht, Netherlands
- 2019 "MEP: A Brief Introduction," May 9, Digital Tools for Moving Image Analysis Symposium, Hanover, New Hampshire
- 2019 "Human and Machine Collaboration: Qualitative Decisions About Quantitative Data," April 25, Bowdoin College, Brunswick, Maine
- 2019 "Human and Machine Collaboration: Qualitative Decisions About Quantitative Data," March 16, Society for Cinema and Media Studies 2019, Seattle, Washington
- 2018 "The Tetris Effect: Truth and Trust in the Continuous Partial Attention World," September 21, VEMI10 Conference, Orono, Maine
- 2018 "W3C Web Annotation and the Semantic Annotation Tool," July 12, CLARIAH Experts Meeting, Amsterdam, Netherlands
- 2018 "Unlocking Film Libraries for Discovery and Search," June 27, Digital Humanities 2018, Mexico City, Mexico
- 2018 "Digital Contexts: How Communities Self-Archive Online," May 11, Symposium | Is This Permanence: Preservation of Born-Digital Artists' Archives hosted by Yale Center for British Art, New Haven, Connecticut

- 2018 "The Media Ecology Project: Archival Access Online, Born-Networked Scholarship," April 10, ASIS&T Virtual Symposium on Information & Technology in the Arts and Humanities, online hosted by Association for Information Science and Technology
- 2018 "Hacking the Script: Creative Misuse as Gaming Performance," Feb 21, College Art Association Annual Conference, Los Angeles, California
- 2018 "Calvinball and Coders," January 23, Critical Code Studies Working Group, online hosted by the University of Southern California
- 2017 "Deconstructive Play: Speedrunning and the Right to Unmake," October 5, University of Maine Digital Humanities Week 2017, Orono, Maine
- 2017 "Tweeting from the Ivory Tower," October 4, University of Maine Digital Humanities Week 2017, Orono, Maine
- 2017 "The Semantic Annotation Tool," August 7, Digital Humanities 2017, Montreal, Quebec
- 2017 "Distributed Controlled Vocabularies for Scholarly Annotation," May 11, CLARIAH Annotation Symposium, Amsterdam, Netherlands
- 2017 "Scalar and Designing Digital Scholarship," February 16, College Art Association Annual Conference, New York City, New York
- 2016 "Baton: Lightweight, Service-Oriented Workflow Management," June 15, Open Repositories 2016, Dublin, Ireland
- 2016 "Just in Time Learning Through Badge-Based Tutorials," May 20, University of Maine Faculty Institute, Augusta, Maine
- 2016 "Webinar on the Media Ecology Project," February 17, CLIR Postdoctoral Fellowship Program, Online
- 2015 "Linked Data and Name Authorities," December 4, NECode4Lib, Hanover, New Hampshire
- 2015 "Online Access for Scholars Adds Value to Media Archives," June 9, Open Repositories 2015, Indianapolis, Indiana
- 2014 "The Media Ecology Project: Using Linked Data to Support Distributed Analysis of Visual Culture," May 25, International Workshop on Linked Media, Extended Semantic Web Conference, Anissaras, Greece
- 2014 "A Collaborative Model for PhDs," April 5, TEDxUMaine, University of Maine, Orono, Maine
- 2013 "Linked Data in the Media Ecology Project," December 2, Bowdoin College Museum of Art, Brunswick, Maine
- 2013 "Sideloaded Archives: Third-Party Metadata in the Media Ecology Project," November 9, Association of Moving Image Archivists Annual Conference, Association of Moving Image Archivists, Richmond, Virginia
- 2013 "Digital Documentation of Art," October 26, Maine International Conference on the Arts, Maine Arts Commission, Orono, Maine
- 2013 "Badges as Disruptive Technology in Higher Education," October 7, Surfacing: Digital Humanities THATCamp, University of Maine, Orono, Maine

- 2013 Preserving.exe Software Preservation Summit, May 20 – 21, Library of Congress, Washington, DC
- 2013 “10 PRINT CHR\$(205.5+RND(1)); : GOTO 10,” May 9, Comparative Media Studies Colloquium, Massachusetts Institute of Technology, Cambridge, Massachusetts
- 2013 “10 PRINT,” April 9, Intermedia MFA Visiting Artist Series, Orono, Maine
- 2013 “Social Graph Search and Mobility,” March 27, Bangor Region Chamber of Commerce, Brewer, Maine
- 2012 “Variable Media Game Preservation,” December 12 – 13, Preserving Virtual Worlds II Advisory Board Meeting, Washington, DC, hosted by University of Illinois Urbana-Champaign
- 2012 “Critical Code Studies Working Group 2012,” January 30 – February 20, Online hosted by the University of Southern California
- 2011 “Viral Marketing and Social Media,” November 4-5, Juice Conference, Camden, Maine
- 2010 “Archiving Experience: The Third Generation Variable Media Questionnaire,” August 24, International Symposium on Electronic Arts, Dortmund, Germany
- 2010 “The Topology of Creativity: User Ratings as Limiting Factors in The Pool’s Social Network,” May 10, Arts/Humanities & Complex Networks at NetSci2010, Boston, Massachusetts
- 2010 “Avoiding a Cultural Bottleneck: Networked, Distributed, and Agile Collaborations,” April 15, HASTAC 2010, Online hosted by University of Illinois
- 2010 “Critical Code Studies Working Group,” February 1–March 21, Online hosted by University of Southern California
- 2009 “Developing AJaX-based Web Applications,” October 10–December 13, Sutherland Weston Marketing Communications, Bangor, Maine
- 2008 “Forging the Future Summit,” September 8–11, Still Water, Lucerne, Maine
- 2008 “Can Creativity be Crowdsourced?,” July 29, Berkman Center for Internet and Society at Harvard University, Cambridge, Massachusetts
- 2007 “In-progress Update on the Third Generation Variable Media Questionnaire,” September 26, Documentation and Conservation of the Media Arts Summit, Montreal, Quebec
- 2006 “Jump Into the Pool,” September 19, University of Maine, Orono, Maine
- 2005 “Jump Into the Pool,” September 22, University of Maine, Orono, Maine
- 2004 “Creativity, Code, and Community,” September 17, Still Water, Orono, Maine
- 2003 “The Pool Interface: A Dynamic Information System,” May 16, Networked Digital Salon, Orono, Maine

Selected Publications

- 2022 “Used To Be Different, Now It’s the Same? The Post-Pandemic Makeover of Museums,” (in press) *Art, Museums, and Digital Cultures*, Lisbon: Universidade

- NOVA de Lisboa and Museum of Art, Architecture and Technology (with Jon Ippolito and Meredith Steinfelds)
- 2021 “The Media Ecology Project: Collaborative DH Synergies to Produce New Research in Visual Culture History,” *Digital Humanities Quarterly Special Issue on Audiovisual DH*, Providence, RI: Alliance of Digital Humanities Organizations, peer reviewed (with Mark Williams)
- 2015 “Diffused Museums – Networked, Augmented, and Self-Organized Collections,” *International Handbook of Museum Studies*. Hoboken, NJ: Wiley-Blackwell (with Jon Ippolito)
- 2013 “The Variable Museum: Off-Topic Art,” *Leonardo Electronic Almanac* 19.1, San Francisco: Leonardo/ISAST, peer reviewed.
- 2012 “10 PRINT CHR\$(205.5+RND(1));: GOTO 10,” Cambridge: MIT Press. Software Studies series. (single-voice book with Patsy Baudoin, Ian Bogost, Jeremy Douglass, Mark Marino, Michael Mateas, Nick Montfort, Casey Reas, Mark Sample, Noah Vawter)
- 2010 “When the Rich Don’t Get Richer: Equalizing Tendencies of Creative Networks,” *Leonardo* 44.3 (with Jon Ippolito), Cambridge: MIT Press, peer reviewed. Reprinted in Maximilian Schich et al., eds, *Arts, Humanities, and Complex Networks* (Cambridge: MIT Press ebook, 2012)
- 2010 “Archiving Experience: The Third Generation Variable Media Questionnaire,” *ISEA2010 Ruhr: Proceedings of the 16th International Symposium on Electronic Art*. Berlin: Revolver Publ., peer reviewed entry
- 2010 “Representing Culture via Agile Collaboration,” *Handbook of Research on Technologies and Cultural Heritage: Applications and Environments*. Hershey, PA: Information Science Reference, peer reviewed (with Craig Dietrich)
- 2009 “Opening the Source of Art,” *Open Source Business Resource* October 2009. Ottawa: Talent First Network, peer reviewed

Selected Exhibitions

- 2015 *FLOAT*, August 7-September 6, Center for Maine Contemporary Art, Rockport, Maine
- 2014 *Invasive Species*, July 31-August 1, Innovative Media Research and Commercialization Center, Orono, Maine
- 2014 *Intermedia*, Feb 6, Innovative Media Research and Commercialization Center, Orono, Maine
- 2013 *Knick’d*, January 29-Feb 2, Lord Hall Art Gallery, Orono, Maine
- 2012 *See, Touch, Hear*, September 22-October 19, Asymmetrick Arts, Rockland, Maine
- 2011 *Pixxelpoint 2011: Let’s Get Ready*, December 2-9, Metropolitana Gallery, Gorizia, Italy
- 2011 *Without Borders VIII: Breaking Ground*, August 15-September 16, Lord Hall Art Gallery, Orono, Maine
- 2011 *The Gorsedd*, April 23, Corey Daniels Art Gallery, Wells, Maine

- 2010 *The Garsedd*, December 14–18, Pavilion Theater, Orono, Maine
- 2010 *Octris (op 1 capriccio for bells and space)*, September 22, Lord Hall Art Gallery, Orono, Maine
- 2010 *Art Stays International Festival of Contemporary Art*, July 20–August 30, Ptuj, Slovenia
- 2010 *An Evening with Professor Enki*, May 5–7, Lord Hall Art Gallery, Orono, Maine
- 2009 *Class Action*, December 17–19, Installation at Former Circuit City, Bangor, Maine
- 2009 *Without Borders VI: Conjunction*, August 21–September 5, Lord Hall Art Gallery, Orono, Maine
- 2009 *Graduate Research Expo*, April 14–15, University of Maine, Orono, Maine
- 2009 *Intermedia MFA*, March 26, University of Maine, Orono, Maine
- 2008 *Freese Pop!*, December 12–17, Installation at Freese’s Building, Bangor, Maine
- 2006 *Re:Poste*, April 27, University of Maine, Orono, Maine
- 2003 *Ars Electronica 2003: Code*, September 6–11, Brucknerhaus, Linz, Austria

Selected Bibliography and Media

- 2015 *Associated Press*, "Dartmouth, UMaine Aim to Help Scholars Study Historic Films", December 26
- 2014 *The Higher Degree*, "Profile: John Bell," April 10
- 2014 *Leonardo*, "10 PRINT CHR\$(205.5+RND(1)); : GOTO 10," February 1
- 2013 *Neural*, "VVAA – 10 PRINT CHR\$(205.5+RND(1)); : GOTO 10," July 22
- 2013 *PC Magazine*, "Editors Choice: Scalar," May 30
- 2013 Lanfranco Aceti and Richard Rinehart, *Leonardo Electronic Almanac 19.1: Not Here, Not There*, "Interview with John Bell," January 15
- 2012 Kathi Inman Berens, *The Chronicle of Higher Education - ProfHacker*, "A One-Line Program as a Book: 10PRINT," December 3
- 2012 Geeta Dayal *The Slate Book Review*, "Inside a Single Line of Code, a Labyrinth," November 30
- 2012 Britta Konau, *The Free Press*, "art current: See Touch Hear at Asymmetrick Arts," October 10
- 2011 Margaret Nagle, *UMaine Today*, "A Surreal Meal," Fall 2011 Issue
- 2009 Jessica Bloch, *Bangor Daily News*, "UMaine Art Students Plug Into Former Circuit City Building," December 14
- 2008 Zachary McCune, *Berkman Center for Internet & Society at Harvard University*, "Q+A with Jon Ippolito and John Bell on Open Source Art," July 28
- 2008 Andrea Foster, *The Chronicle of Higher Education*, "New-Media Scholars’ Place in ‘The Pool’ Could Lead to Tenure," May 30
- 2006 Margaretha Haughwout, *First Monday*, "A Reflecting and/or Refracting Pool: When a Local Community Becomes Autonomous Online," April 3

2003 Michelle Delio, *WIRED*, “Copyright Doesn’t Cover This Site,” December 16

Classes Taught or Developed

Present-2020 Dartmouth College

Undergraduate:

Introduction to Digital Arts and Culture

Present-2008 University of Maine

Undergraduate:

Design Patterns for New Media

Introduction to Dynamic Web Content (PHP)

Introduction to Programming in Javascript: Script Your World

Fundamentals of Information Systems (TA) (Processing, Max/MSP)

Introduction to New Media Technology (TA) (Scratch, Processing)

Introduction to Problem Solving Using Computer Programming (TA) (Python)

Graduate:

Intermedia Research Studio II: Projects in Collaborative Production

Type and Text in Art

Metadata Systems for Digital Curation

Digital Collections and Exhibitions

Social Media I & II (1cr. each)

Networked Workflows (1cr.)

Web Application Design (1cr.) (PHP)

Dynamic Web Programming I & II (1cr. each) (PHP)

Relational Databases (1cr.) (MySQL)

Service

Present–2022 Design Initiative At Dartmouth Steering Committee, Dartmouth College

Present–2019 Open Dartmouth Working Group, Dartmouth College

Present–2018 Digital Humanities Working Group, Dartmouth College

Present–2011 Digital Curation Program Committee, University of Maine

2022 Co-organizer, Edges: Conversations on Spatial Data in Research and Teaching

2022–2021 Mentor, Google Summer of Code, Red Hen Lab (4 students)

2021 Co-organizer, Beyond Zoom: Promise and Reality of XR Conference

2020 Co-organizer, Beyond Zoom: XR for Teaching and Research in the COVID-19 Era Conference

2020 Co-organizer, Apple ARKit Workshop

2019 Co-organizer, Neukom Institute AR/VR Workshop

2019 Co-organizer, Digital Tools for Moving Image Analysis Symposium

2017–2015 Digital Scholarship Center Exploratory Committee, Dartmouth College

2015 Altmetrics Working Group B, National Information Standards Organization (white paper: "Outputs of the NISO Alternative Assessment Metrics Project")

2015 Hiring Committee (Instructional Designer), Dartmouth College

2015 Hiring Committee (Digital Scholarship Librarian), Dartmouth College

2014–2011 Innovative Communication Design Program Committee, University of Maine

2014–2009 Information Technology Administrator, New Media Department, University of Maine

2014–2008 Student Capstone Consultant, New Media Department, University of Maine

2014 Selection Committee (Researcher in Residence, Innovative Media Research and Commercialization Center), University of Maine

2012 Hiring Committee (Archives Manager, Maine Folklife Center), University of Maine

2012–2011 Grant Writer, Innovative Communication Design Program, University of Maine

2011 Curation Committee, Without Borders VIII

2011–2010 Baseline Programming Language Integration Committee, New Media Department, University of Maine

2010 Curation Committee, Without Borders VII

2010–2009 Fabrication Lab and Digital Archiving Working Groups, Innovative Media Research and Commercialization Center, University of Maine