Education

PhD Interdisc./Intermedial Collaborative Practices, University of Maine, Orono, ME 2014

Dissertation: Use of Algorithmically-Moderated Collaboration Models in Offline Distributed Creativity Situations

MFA Intermedia, University of Maine, Orono, ME, 2011

Thesis: The Variable Museum

BA New Media, University of Maine, Orono, ME, 2007

Grants, Awards, and Honors

2026 CompX Award, Neukom Institute for Computational Science (Co-PI with PI Trica Keaton)

2025 Teaching with Gen AI Grant, Dartmouth Center for the Advancement of Learning and Dartmouth Learning Design and Innovation (PI)

2024 Arts Integration Grant, Hopkins Center for the Arts (PI)

2023 Project Grant, Leslie Center for the Humanities (PI)

2023 Public Knowledge Grant, The Andrew W. Mellon Foundation (PI with Co-PI Mark Williams)

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 (PI with Co-PI Joline Blais)

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 for Entrepreneurship 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 for Entrepreneurship 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 (Senior Staff 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–2026 Dartmouth College, Department of Computer Science, Adj. Asst. Prof., Hanover, New Hampshire

Present–2024 Dartmouth College, Dartmouth Resources for Emerging Arts and Media (DREAM) Studio Program Director, Hanover, New Hampshire

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

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

2024–2019	Dartmouth Data Experiences and Visualizations Studio, Director, Hanover, New Hampshire
2024–2019	Dartmouth College, Digital Humanities Program Manager, Hanover, New Hampshire
2019–2012	The Core 5 Incident, Co-Founder and President, Orono, Maine
2019–2017	Dartmouth College, Lead Application Developer (Digital Humanities), Hanover, New Hampshire
2017–2014	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

2026 “Space and Time: An Introduction to Spatialized Cultural Heritage Preservation,” October 2, Gregory J. Grappone Humanities Institute, Manchester, NH

2026 "Deep Screens: A Pipeline for Computational Analysis of 3D Poses in U.S. Narrative Film and Television," July 27, DH2026, Daejeon, South Korea

2025 “AI Ethical Guidelines (panelist)”, October 8, CaRCC AI Facilitation Working Group, Online hosted by Campus Research Computing Consortium

2024 “Designing the Open Educational Extended Reality (OEXR) Library through Insights from a Global Survey”, August 7, 2024 Cal OER Conference, Online hosted by California State University

2024 “Deep Screens—In Progress Update”, August 6, AVinDH Workshop, Digital Humanities 2024, Arlington, Virginia

2024 Expert Testimony on Text and Data Mining Exemption, April 17, Ninth Triennial Section 1201 Proceeding, Online hosted by the U.S. Copyright Office

2023 “XR at Dartmouth: Fall ‘23”, October 18, Neukom Annual Recognition Dinner, Neukom Institute for Computational Science, Hanover, NH

2023 “Deep Screens: 3D pose extraction in support of text and data mining”, September 26, Beyond Search: Opening Up Audiovisual Content for Humanities Studies, École polytechnique fédérale de Lausanne, Lausanne, Switzerland

2023 “Deep Screens: Mellon Foundation Public Knowledge Grant to Advance Fair Use”, July 11, AVinDH Workshop, Digital Humanities 2023, Graz, Austria

2023 “The Ends Are the Means: ChatGPT”, May 1, The Future of Writing Symposium, Online hosted by the University of Southern California

2023 “Formal Machines, Informal Humans”, April 29, Computational Formalism, hosted by the Neukom Institute for Computational Science, Hanover, New Hampshire

2023 “Derivative AI and You”, April 20, AI in the Workplace, Online hosted by University of Maine

2022 “Media Ecology Project NEH Grants Report: Early Cinema; Accessible Civil Rights”, December 7, AMIA Annual Conference, Pittsburgh, Pennsylvania

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," February 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

2026 “Jamaican Slave Names in Plantation Inventories, 1731-1788,” *Journal of Slavery and Data Preservation*, doi.org/10.7910/DVN/7WQPXF, peer reviewed dataset, (with Margaret Williamson and Hazel-Dawn Dumpert)

2025 “AI Ethical Guidelines,” *EDUCAUSE Working Group Paper*, library.educause.edu/resources/2025/6/ai-ethical-guidelines , (with Maya Georgieva, Jason Webb, John Stuart, Steven Crawford and Beth Ritter-Guth)

2024 “Embodied Visions: Interactive Installations That Reimagine Bodily Presence in Digital Imaging Apparatuses as Shadows,” *SIGGRAPH Asia 2024 Art Papers (SA '24)*, New York: Association for Computing Machinery, peer reviewed (with Yunzi Shi and Adithya Pediredla)

2024 “The OEXR Library A Collaborative Approach to Extended Reality in Education,” *EDUCAUSE Review*, er.educause.edu/articles/2024/10/the-oexr-library-a-collaborative-approach-to-extended-reality-in-education , (with Sean Hauze, Joseph Doan, Kate Miffitt, Brandon Patterson, Hector Revollo, Randall Rode, Jeannine Shantz, James Trotter, and David Woodbury)

2022 “Right-Click To Save: Preservation, NFTs, and Distributed Ledgers,” *Second Summit on New Media Art Archiving Proceedings*, Barcelona: ISEA2022 Barcelona (with Regina Harsanyi and Jon Ippolito)

2022 “Used To Be Different, Now It’s the Same? The Post-Pandemic Makeover of Museums,” *Art, Museums, and Digital Cultures*, Lisbon: Universidade NOVA de Lisboa and Museum of Art, Architecture and Technology (with Jon Ippolito and Meredith Steinfels)

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. Ottowa: Talent First Network, peer reviewed

Service

Present–2026 School of Computing & Information Science Advisory Board, University of Maine

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

Present–2018	Digital Humanities Working Group, Dartmouth College
Present–2011	Digital Curation Program Committee, University of Maine
2025	Co-editor, Journal of e-Media Studies Vol. 7 Issue 1
2025–2024	Digital Preservation Strategy Working Group, Dartmouth College Library
2025–2024	Working Group on Ethical Guidelines for AI in the Classroom, EDUCAUSE
2025–2024	Subcommittee Co-chair on Open Educational Resources for XR, EDUCAUSE
2023	Co-organizer, Terms of Art Conference
2023–2022	Co-organizer, Legacies of USIA Workshop Series
2022	Co-organizer, Edges: Conversations on Spatial Data in Research and Teaching
2022–2021	Mentor, Google Summer of Code, Red Hen Lab (4 students)
2020–2019	Open Dartmouth Working Group, Dartmouth College
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

Selected Exhibitions

2025 *Human in the Loop*, June 7-11, Lux Festival, Hanover, NH

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 Gorsedd*, 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