

**PAMELA L. JENNINGS, Ph.D.**  
Raleigh, NC  
pljenn@gmail.com | 919-909-6404 (m)  
www.pamelajennings.org | www.construkts.com

## EDUCATION

**Ph.D., Center for Advanced Inquiry in Integrative Arts, School of Computing, Electronics and Mathematics, University of Plymouth (UK), (2006).**

Dissertation: *Interactive Technologies for the Public Sphere: Toward a Theory of Critical Creative Technology*.  
Advisors: Roy Ascott, Peter Wright (Univ. of York), David Benyon (Napier University).  
Top six dissertations by the Leonardo Abstract Services, 2007.

**Master of Business Administration, Ross School of Business, University of Michigan (2013).**

Capstone Project: Organization Sustainability Strategies for Habitat for Humanity, Budapest, Hungary.

**Master of Fine Arts, Computer Arts, School of Visual Arts, New York, (1996).**

Thesis: The Book of Ruins and Desire mechatronic and computational interactive sculpture.

**Master of Arts, Photography & Digital Media, New York University | International Center of Photograph, (1990).**

Thesis: Solitaire Dream Journal interactive narrative as game.

**Bachelor of Arts, Psychology and Vocal Studies, Oberlin College, (1986).**

## SUPPLEMENTAL LEARNING

**Academic Leadership Academy (2019).**

Center for the Study of Higher Education, College of Education, Pennsylvania State University.

**Leadership Winston-Salem (2016).**

Flagship Program designed to ignite community leaders with a mission of educating, connecting and energizing to serve and improve the community of Winston-Salem, North Carolina.

**Highway1 Hardware Start-up Accelerator, San Francisco, CA. (2014).**

Four-month startup accelerator, sponsored by PCH International, to teach entrepreneurs about manufacturing, supply chain management, and design for manufacturing for hardware products. [Demo Day Pitch](#).

## CAREER

**UNIVERSITY OF NORTH CAROLINA SYSTEM (2014-2019).**

**Head, Department of Art + Design, College of Design, North Carolina State University (2018-2019).**

The Department of Art + Design supports two each of undergraduate majors and minors, and one graduate program.

**Responsibilities:** curriculum development and updates; student and faculty recruitment; learning assessment; budget and department operational management.

**Executive Director, Center for Design Innovation (CDI), University of North Carolina System, (2014-2018).**

**Concurrent Position:** Full Professor of Innovation and Entrepreneurship, Winston-Salem State University.

**Concurrent Position:** Professor of Production Design, UNC School of the Arts.

Part laboratory, workshop and convening space, this UNC system-wide initiative programs spanned from community-focused MAKING workshops to research in advanced imaging and movement studies research. [Discover.CDI Video](#).

**Responsibilities:** completing the construction and transitioning the center into a new 24,000 sq. ft. facility; realigning mission, vision, and goals to strategically leverage the new building; fundraising and development; leadership liaison across the strategies and goals of the center's three higher education institutions with fiduciary and program support responsibilities; development of broader community engagement activities.

**Executive Director, Shapiro Center Research & Collaboration, School of the Art Institute of Chicago, (2012-2014).**

This center was formed to help faculty build stronger external partnerships that impact both student learning and externally engaged creative research.

**Responsibilities:** Development of school-wide intellectual property policies; negotiating corporate sponsorship contracts; developing and managing faculty seed grant program; faculty and graduate student mentoring on research methodologies and grant writing.

**Program Officer, Computer & Information Science & Engineering Directorate, Information & Intelligent Systems Division, Cyber-Human Systems Cluster (CISE IIS CHS) National Science Foundation, Arlington, VA (2009-2012).**

- **Program Leader:** CreativeIT program, a cross-directorate initiative that funded research projects that integrated the Arts, Design, and STEM in areas of creative cognition, creativity support tools, and STEAM learning initiatives. Internal funding negotiations included other divisions in CISE, SBE, and EHR directorates.
- **Program Co-Manager:** Cyber-Human Systems (formerly Human Centered Computing) program.
- **Cognizant Program Officer:** Cyberlearning Transforming Education and Computer Research Infrastructure.
- **Program Advisor:** Small Business Innovative Research (SBIR)-Learning Technologies and Research Experiences for Undergraduates (REU).
- **Federal Council Official NSF Designee:** Federal Council on the Arts and Humanities; and the Networking & Information Technology Research and Development Alliance - Social, Economic and Workforce Group.

**Executive Director, Advance Research Technology Lab Banff New Media Institute (BNMI), Canada (2008-2009).**

**Concurrent Positions:** Research Chair, Alberta Informatics Circle of Research Excellence (iCORE); Visiting Professor, University of Calgary, School of Computer Science.

Led the BNMI in integrative art and technology research that spanned from a virtual reality CAVE to multimodal interfaces, physical computing (MAKING), and augmented reality, rapid prototyping, and computational design. Developed a highly productive research environment for post-graduate emerging artists and engineers from Canada, Austria, Colombia, Hong Kong, and the United States.

**Assistant Professor, Carnegie Mellon University, Pittsburgh, PA (2001-2008).**

Held the first joint appointment between the School of Art, College of Fine Arts and the Human Computer Interaction Institute, School of Computer Science. Developed undergraduate and graduate curriculum for technology-based creative practices and human computer interaction in subjects and research including computer programming; physical computing (MAKING); interaction design; graphic design; and critical theory of technology.

**Design Researcher, SRI International, Menlo Park, CA (1998-2001).**

Center for Technology in Learning (CTL) and the Speech Technology and Research Lab (STAR). Worked on various National Science Foundation supported research in applying learner-centered pedagogies to education technology applications for various STEM topics from mathematics to chemistry. Developed learning games to test the STAR lab natural language processing research with non-native English-speaking children.

**Design Researcher, IBM Almaden Research Center, San Jose, California (1996-1998).**

User System Ergonomics Research Lab (USER). Worked on collaborative research projects with a team of IBM Fellows, computer scientists, engineers and cognitive scientists on technology interfaces of the “future” from near field wireless communication, cognitive tutors, and interactive responsive fitness coaches.

**Senior Project Manager, IBM Advanced Internet Technology, San Jose, California (1996-1998).**

alphaWorks.ibm.com, an Internet branding experiment connected IBM computer science research to 3<sup>rd</sup> party developers. The project was core to the launch of IBM enterprise products and the JAVA programming language.

## ACADEMIC & NATIONAL COMMITTEES & BOARDS

**External Reviewer, College of Computing & Digital Media, School of Design, DePaul University (2020).**

Ten-Year Academic Program Review to evaluate: 1) Intellectual currency of the academic program; 2) Quality of faculty and scholarship; and 3) Additional areas determined in consultation of the College and the dean.

**Committee Member, The Integration of the Humanities and Arts with Sciences, Engineering, and Medicine: Branches form the Same Tree report, National Academies of Sciences, Engineering, & Medicine (2016-2018).**

Overseen by the Board on Higher Education and Workforce (BHEW), the committee of education leaders produced produce a consensus report that examines the evidence behind the assertion that educational programs that mutually integrate learning experiences in the arts, humanities and STEM lead to improved educational and career outcomes.

**Founding Member Board of Directors, Nation of Makers, (2017-current).**

Non-profit organization designed to continue the mission of President Obama’s Nation of Makers initiative. The organization focusses on the Maker movement across the United States and countries in North, Central America, and the Caribbean by developing a community-of-practice network that aggregates resource opportunities for institutions and communities that value the role of MAKING for cultural expression, creativity and economic development.

**COMMUNITY ENGAGEMENT**

2017-2018	Planning Committee, Leadership Winston-Salem Program.
2014-2017	Board of Directors, Winston-Salem Chamber of Commerce.
2014-2017	Board of Directors, Downtown Winston-Salem Partnership.
2014-2017	Advisory Board, Winston-Salem Chamber of Commerce Technology Council.
2014-2017	Advisory Board, Wake Forest Innovation Quarter Entrepreneurial Ecosystem Group.
2014-2017	Advisory Board, Winston-Salem Black Theater Ensemble Hall of Fame Committee.
2016	Community Working Group, Wake Forest Innovation Quarter Discussion on Domestic Violence.
2011-2013	Advisory Board, Museum of Science and Industry Black Creativity Group, Chicago.
2004-2005	Board of Directors, GLENDA Community Volunteer Organization, Pittsburgh, Pennsylvania.
2000	Mentor, R.I.S.E. (Realizing Intellect through Self-Empowerment) mentoring program for African American students at the Atherton Menlo High School, Atherton, CA.
1992-1996	Board of Directors, New York Media Alliance New York State Independent Film and video makers.
1987-1990	Mentor, Stay in School Partnership Mentoring Program for “at-risk” New York City youth.

**GRANTS & AWARDS****Grand Total \$1,196M**

<b>Organizational &amp; Professional Development</b>		<i>Sub Total \$152K</i>
2018	VF Corporation for the NC State Art2Wear Production	20
2016	Winston-Salem Foundation Grant	36
2015	DataMax Foundation.	44
2007	NSF EAGER: Exhibition-Speculative data and the creative imaginary.	48
2006	Fellowship, Carnegie Mellon University Wimmer Teaching Fellows.	4
<b>Computer Science Research</b>		<i>Sub Total 879K</i>
2015	Facebook Research Oculus Rift Equipment Grant.	(value) 20
2015	Microsoft HoloLens® for Academic Research Equipment and Training.	(value) 50
2015	National Science Foundation (NSF) EAGER Cybermanufacturing.	150
2014	Highway1 Hardware Business Start-up Accelerator (Convertible Note).	45
2013	NSF Small Business Innovative Research (SBIR) Phase 1.	150
2008	Research Chair, Alberta Informatics Circle of Research Excellence.	250
2007	NSF EAGER: Critical creative technologies for public spaces.	198
2006	Carnegie Mellon University Berkman Faculty Research Fund.	8
2004	Carnegie Mellon University Berkman Faculty Research Fund.	8
<b>Arts Funding</b>		<i>Sub Total 165K</i>
2005	Pennsylvania Council on the Arts.	5
2001	Rockefeller Foundation Creativity & Culture Division.	95
1999	Rockefeller Foundation, Commissioned Report.	20
1996	New York State Council on the Arts, Media Arts.	15
1994	New York State Council on the Arts, Media Arts.	15
1992	New York State Council on the Arts, Media Arts.	15

**RESEARCH PARTNERSHIPS**

CONSTRUKTS is mixed-reality platform for learning designed. CONSTRUKTS physical constructions are transformed into 3D virtual models to support applications for STEM learning and design prototyping. Collaborators have included:

2017-2019	Wolfram Research, Inc., Champaign, Il.
2015	Microsoft HoloLens® for Academic Research, Redmond, WA.
2014	Highway1 Hardware Start-up Accelerator, San Francisco, CA.
2009-2017	Software House, Bogota, Colombia
2007-2013	Daedalus Product Design, Pittsburgh, PA.
2007-2013	San Juan Software, Seattle, WA.

## WORKSHOPS: RESEARCH PLATFORMS & RESOURCE POLICIES

2019	Presenter	Dialog 2.0: Social Movements, Online Communication & Transformation Symposium, <i>Communication Changes: Evolution, Update, &amp; Experience</i> panel, Department of Communication NC State.
2018	Presenter	Humanities & STEM at Duke: A Conversation on Teaching and Learning, Duke University NextEd Festival, Durham, NC.
2018	Keynote	Forging Integrated Expertise in Graduate Education Symposium: Diverse Experiences, Workforce Needs, and the Way Forward, <i>National Academies of Sciences Report Findings</i> , Genetic Engineering & Society Center, NC State.
2016-2018	Committee Member	National Academies, <i>Integrating Arts, Humanities and STEM in Higher Education</i> .
2015	Participant	<i>National Academies Keck Futures Initiative Conf.</i> , University of California, Irvine.
2012-2013	Advisor	<i>Art of Science Learning – Chicago Node</i> , NSF AISL initiative.
2013	Funder   Advisor	NSF SEAD ( <i>Network for Science, Engineering, Art and Design Research</i> ).
2012	Panel Discussant	AICAD Conference, <i>The Political Economies of Art and Design Research: a conversation with Sara Diamond</i> , Remaking Research, Emily Carr Univ., Canada.
2012	Funder   Presenter	NSF Workshop, <i>Media Systems Workshop</i> , University of California, Santa Cruz.
2011	Funder   Presenter	NSF Workshop, <i>Planning the Network for Science, Engineering, Art, and Design (SEAD)</i> , Maryland Institute College of Art, Baltimore, Maryland.
2011	Funder   Presenter	NSF Workshop, <i>Network for Science, Engineering, Art, and Design (SEAD)</i> , Center for Design Innovation, University of North Carolina, Winston-Salem.
2011	Funder   Co-chair	NSF Workshop, <i>Establishing a Network of Excellence for Art+Science+ Technology</i> , EMPAC at Rensselaer Polytechnic Institute, Troy, N.Y.
2011	Funder	NSF Workshop, <i>Bridging STEM to STEAM: Developing New Frameworks for ART-Science-Design Pedagogy</i> , Rhode Island School of Design.
2010	Funder   Co-chair	<i>RE/search: art, science, information technology: Joint meeting between the National Science Foundation and the National Endowment for the Arts</i> , Arlington, Virginia.
2010	Co-chair	STUDIO program, <i>ACM Tangible Embedded and Embodied Interfaces Conference</i> , Massachusetts Institute of Technology, Cambridge, Massachusetts.
2009	Presenter	NSF CreativeIT Investigators Meeting, <i>Designing Critical Creative Technologies to Support Collaboration in Public Spaces and Speculative Data and the Creative Imaginary Exhibition at the National Academy of Sciences</i> , Arlington, Virginia.
2009	Presenter	NSF IGERT Workshop, <i>MAST09 The Future of Interactive Media: Workshop on Media Arts, Science and Technology</i> , University of California at Santa Barbara.
2008	Presenter	NSF Workshop, <i>Success factors in fostering creativity in IT research and education</i> , Arizona State University.
2007	Curator	Exhibition, <i>Speculative data and the creative imaginary: Shared visions between art and technology</i> , National Academy of Sciences, Washington D.C.
2006	Presenter	NSF Workshop Creativity in Information Technology for Science, Engineering and Design, <i>Resources and Models for creative digital media research</i> , Washington D.C.
2006	Co-chair	ACM Computer Human Interaction Conference Workshop, <i>About face: interface: Creative engagement in new media arts and human computer interaction</i> , Montreal.
2005	Presenter	NSF Workshop, <i>Creativity Support Tools</i> , Washington D.C.
2004-2008	Advisory Board	NSF Initiative, <i>Attention, emotion and judgment: how do minds figure out what to do?</i> Exploratorium: Museum of Science, Art and Human Perception.
2004	Co-chair	International Arts Policy, <i>Helsinki Agenda: Strategy on international development of new media culture policy</i> , Experts Meeting on International New Media Arts.
2004	Co-chair	ACM Multimedia Conf. Interactive Art Exhibition, Columbia University, NYC.
2002	Presenter	Aspen Institute Experts Meeting: <i>Interpreting culture and communication technologies: Potentials for new approaches</i> , Aspen, Colorado.
2001	Co-chair	New media arts resources and sustainability, <i>Network Interface for Cultural Exchange Consortium</i> , RIXC Center for New Media Arts, Riga, Latvia, Co-chair.

## PANELS & JURYS

2015	Panel Reviewer, National Science Foundation.
2012	School of the Art Institute of Chicago Faculty EAGER Research Grant Program.
2012	Panel Reviewer, National Science Foundation.
2009	Panel Reviewer, National Science Foundation.
2007 (x2)	Panel Reviewer, National Science Foundation.
2007	Programming Committee, ACM Tangible and Embedded Interaction conference.
2006 & 2005	Portfolio Reviews, Graduate Digital Media program, Rhode Island School of Design.
2006	Paper Review, ACM Computer Human Interface Conference (CHI) conference.
2004	Paper Review, Course Proposals, ACM SIGGRAPH conference.
2004	Paper and Exhibition, Digital Boundaries, ACM Multimedia, Columbia University.
2000	Panel Reviewer, Film/Video/Multimedia Fellowship Rockefeller Foundation.
1999	Paper Reviewer, Computer Supported Collaborative Learning Conf., Stanford University.
1998 & 1999	Paper Reviewer, ACM Computer Human Interface Conference (CHI) conference.
1998 & 1999	Nominator, Rockefeller Foundation Media Fellowship.
1996	Jury, New York SIGGRAAPH Digital Salon Exhibition, New York, New York.
1995, 94, 93	Jury, Intl. New Festival for Film and Video at the New York Joseph Papp Theater.
1993	Panel, FIX-IT Women in the Arts, College Arts Association Women's Caucus.
1992	Panel Reviewer, Experimental Television Center Finishing Funds, Owego, New York.

## FELLOWSHIPS & RESIDENCIES

2006	Fellowship, Carnegie Mellon University Wimmer Teaching Fellows.
2001-2004	Fellowship, STUDIO for Creative Inquiry, Carnegie Mellon University.
1993	Fellowship, The MacDowell Colony, Peterborough, New Hampshire.
1992	Residency, Dance and the Camera, Banff Centre for the Arts, Banff, Canada.
1992	Residency, Experimental Television Center, Owego, New York.
1990	Residency, Banff Centre for the Arts, Visual Arts and Media Program, Canada.
1990	Residency, Women Make Movies, Artist-In-Residence Program, New York, New York.

## PRESS COVERAGE

### Microsoft HoloLens for Academic Research (2015).

- WinBeta, [Microsoft hands out first HoloLens academic research grants.](#)
- Digital Trends, [Microsoft issues \\$100,000 and two HoloLens kits to five different schools nationwide.](#)
- Yahoo Finance, [Microsoft issues \\$100,000 and two HoloLens kits to five different schools nationwide.](#)
- Endgadget, [Microsoft will hand out \\$500K to these five HoloLens grant winners.](#)

### CONSTRUKTS, Inc. (2014-2017)

- Disruptor Daily, [Top 10 Internet of Things Companies Disrupting Education, Disruptor Daily Blog.](#)
- GigaOm, [A connected grill, smart textiles and the perfect keyboard make up Highway1's latest startup class.](#)
- Techcrunch, [Hardware Accelerator Highway1's Second Batch.](#)

### Center for Design Innovation (2015 – 2016).

- [Cross Currents Art + Learning Conference.](#) Interview about the Center for Design Innovation., Winston-Salem, NC.
- [Center for Design Innovation Promotes Makerspaces, Creativity, Collaborations,](#) University of North Carolina Blog.
- [Center for Design Innovation opens new building in Winston-Salem,](#) in the Winston-Salem Journal.
- [Learn: Center for Design Innovation: Innovation Engine Joins the Wake Forest Innovation Quarter Community,](#) *Inside Innovation Quarter*, Fall, 2015 Issue.
- [Center for Design Innovation Celebrates Opening of New Facility in Wake Forest Innovation Quarter.](#)
- Thriving at intersection of art and technology: CDI's Director is creating a mosaic of design, innovation entrepreneurship, in *Triad Business Journal*, July 24-30, 2015.
- Center for Design Innovation awarded HoloLens developer kits from Microsoft, to add hologram augmented reality to its line of research, published in *Yes Weekly*.

### National Academy of Sciences: Speculative Data and the Creative Imaginary Exhibition (2007).

- Exhibition Catalog, "Speculative Data and the Creative Imaginary: shared visions between Art and Technology." Sponsors: National Academy of Sciences, National Science Foundation, ACM Creativity and Cognition conference.
- Art meets tech, *Washington Post*, August 4, 2007, Page C02.
- Best bet art: Speculative data and the creative imaginary: shared visions between art and technology, *WETA Television Broadcasting for Greater Washington D.C.*

## PUBLISHED INTERVIEWS

Welbon Y., Juhasz A., (eds). Jennings P., et.al. (contributors) (2018). *Sisters in the Life: A History of African American Media-Making*, Duke University Press.

Dail, Whitney (2013). Art & Science Talk with Pamela L. Jennings, *NEA Art Works Blog*, 2/7/13.

Hicks, Cinqué (2011). Circuit Jamming: Artists doing digital media now, *The International Review of African American Art*, Vol. 23, no. 3, Hampton University Press.

Jennings P. (2010). “Critical Creative Technology and the Tangible Social Interfaces”, in, “Shared Encounters: Content Sharing as Social Glue in Public Places,” (eds.) K. Willis, G. Roussos, M. Struppek, K. Chorianopoulos, Springer Press.

Farrington, L. (2005). Creating their own image: The history of African American women artists, chapter *Post Black Art and the New Millennium*, pp. 283-284, Oxford University Press.

Mohammad, E. (2001). Race in digital space: Conceptualizing the media project, *Art Journal*, College Arts Association Volume 60(3).

Mohammad, E. (1999). Black high-tech documents, (eds.) Phyllis R. Klotman and Janet K. Cutler, *Struggles for representation: African American documentary film and video*, Indiana University Press.

Jennings (1999). Book Cover, *Struggles for Representation: African American Documentary Film and Video*, (eds.) Phyllis R Klotman and Janet K. Cutler, Indiana University Press.

Mohammad, E. (1998). 1997 Flaherty Seminar, *AfterImage Journal*, Winter Volume 1998.

Mirapaul P. (1997). An electronic artist and his body of work, *New York Times: Cybertimes interview*.

Art as signal: Inside the loop exhibition catalog, *Krannert Art Museum* (1996). University of Illinois.

The Townsend Report (1991). Cinema verite and the sisterhood: Black women filmmaker’s television interview, *New York City Cable Television*.

Jennings P. (1991). Photographs in Voices Newsletter, *Harlem School of the Arts*, Vol. 2, No. 1.

Jennings P. (1990). This Week from the Banff Center *Public radio interview*, Alberta Canada.

## PUBLICATIONS & COMMISSIONED REPORTS

Jennings, P. (2007). Speculative data and the creative imaginary: Shared visions between art and technology, *Issues in Science and Technology*, Vol. 23(3), National Academy of Sciences & University of Texas at Dallas Press.

Shneiderman, B. Fischer, G., Czerwinski, M. Resnick, M. and Myers, B. (with contributions from Jennings, P. et. al) (2006). Creativity support tools: Report from a National Science Foundation sponsored workshop, *International Journal of Human-Computer Interaction*, 20(2), pp. 61-777, Lawrence Erlbaum Associates.

Jennings, P. and Giaccardi, E. (2005) Creativity Support Tools and the New Media Arts Community: NSF creativity support tools workshop white paper, *National Science Foundation*, Washington D.C.

Alejandro J., Jennings, P., Ortega H., Tribe, M. Yang, C. (2004). Digital Boundaries: ACM Multimedia Interactive Art Program exhibition, *Multimedia IEEE*, Vol. 11(44), pp. 8-9, October-December 2004.

Jennings, P. (2001). Poetics of Engagement, *Convergence: The Journal of Research into New Media Technologies: Intelligent Environments*, Vol.7(2), pp. 102-111.

Penuel, Michalchik, Daniels, Jennings, Stites, Yarnall, Kim (2001). Community technology centers case study report: Learning with technology in six communities, report for the *US Dept. of Education*.

Penuel, Kim, Barron, Coleman, Gray, Jennings, Michalchik, Shear (2000). Promising practices and organizational challenges in community technology centers, *SRI International*, Menlo Park, California.

Jennings, P. (2000). New Media Arts | New Funding Models, commissioned report for the Creativity and Culture division of the Rockefeller Foundation. (This report explored the question of how new media artists engaged in integrative creative work bridging the arts, information technology, and STEM were being funded and supported.)

Jennings, P., et.al (1998). Evolution 2.0 generative arts CD ROM, *Inter-Society for Electronic Arts (ISEA98)*, Liverpool United Kingdom.

Jennings, P. (1996). Narrative structures for new media, *Leonardo Journal for Art and Science*, vol. 29(5), pp. 345-350.

Jennings, P. (1995). Interpretation on the electronic landscape: A conversation with Toni Dove, *Felix: a Journal of Media Arts and Communication*, Vol. 2(1), pp.266-278.

Jennings, P. (1995). Frontier wanderings: Writings and computer-generated images, *Felix: a Journal of Media Arts and Communication*, Vol. 2(1), pp. 291-293.

Jennings, P. (1995). Image reproduction from “Solitaire: dream journal” CD ROM, *Leonardo Journal for Art and Science*, vol. 28(5), p. 457.

Jennings (1983). GRASP: World Trade Tower Assignments Essay, *American Photographer Magazine*.

Jennings (1982). Best Photography of the Year Annual, *Photographer's Forum*.

## PEER-REVIEWED CONFERENCES and WORKSHOP PAPERS

Jennings P. (2019). Building a Creative Computational Pedagogy from Bauhausian Foundations, New Media Caucus of the College Art Association, University of Michigan, Ann Arbor.

Jennings P., McGee J (2017). CONSTRUKTS Toolkit: Mixed Reality Construction Kit Interactive Demo, 2017 Wolfram Research Conference, Urbana-Champaign, Illinois.

Jennings, P., Castro Martinez, D. (2011). CONSTRUKTS Toolkit: 802.15.4 Wireless Construction Kit Interactive Demo, 2<sup>nd</sup> International Conference on Computation and Creativity, Mexico City.

Jennings, P., Castro Martinez, D. (2010). “CONSTRUKT/VizM: a framework for rendering tangible constructions”, in SIGRADI 2010: XIV Congress of Iberoamerican Society of Digital Graphics, University of Los Andes, Colombia.

Jennings, P. (2010). CONSTRUKTS toolkit system architecture, *Sketching in Hardware Colloquium*, Art Centre College of Design, Pasadena, California.

Kirton, T., Jennings P., Ogawa, H. (2010). TextDraw: A prototype for gestural typesetting, *ACM Tangible Embedded and Embodied Interaction*, Massachusetts Institute of Technology, Cambridge, Massachusetts.

Fischer, G., Jennings P., Maher, M., Resnick, M, Schneiderman, B., (2009). Creativity challenges and opportunities in social computing panel, *ACM Computer Human Interaction Conference*, Boston, MA.

Jennings, P. (2008). Prototyping for 802.15.4 wireless applications, *Sketching in Hardware Colloquium*, Rhode Island School of Design, Providence, Rhode Island.

Jennings, P. (2008). CONSTRUKTS, *ACM Computer Human Interaction Interactivity program*, Florence, Italy.

Jennings, P. (2008). Visual vectors and public interfacing, *ACM Computer Human Interaction Urban Mixed Realities Workshop*, Florence, Italy.

Jennings, P. (2007). Speculative data and the creative imaginary: Shared innovative visions between art and technology, *2007 ACM Creativity and Cognition Conference*, Washington D.C.

- Jennings, P. (2007). Engagement in the public sphere using tangible social interfaces, *Shared encounters workshop ACM CHI conference*, San Jose, California.
- Jennings, P. (2007). Interdisciplinary methods for the design of tangible social interfaces, *Tangible user interface in context and theory workshop ACM CHI conference*, San Jose, California.
- Jennings, P. (2007). Interactive Technologies for the Public Sphere: towards a theory of critical creative technology, *Planetary Collegiums "Review of the future" symposium*, Montreal, Canada.
- Jennings, P. (2005). Tangible social interfaces: Critical theory, boundary objects and design methods, *2005 ACM Creativity and Cognition Conference*, pp. 176-186, University of London Goldsmith.
- Jennings, P. (2005). Constructed Narratives, a tangible social interface, *2005 ACM Creativity and Cognition Conference*, pp. 263-266, University of London Goldsmith, 2005.
- Jennings, P. (2005). Distributed Minds | Negotiated Spaces: Framework for designing tangible social interfaces for public dialogue, *Human Computer Interaction Consortium*, Winterpark, Colorado.
- Jennings, P. (2004). Constructed Narrative, *Narratives, Subjectivity and Interaction panel ISEA2004*, Helsinki, Finland.
- Jennings, P., Jaime A. (2004). ACM multimedia interactive art program: An introduction to the Digital Boundaries exhibition, *ACM International Multimedia Conference*, pp. 979-980, Columbia Univ. New York City, ACM Press.
- Jennings, P. (2004). Crossing boundaries: Fostering interdisciplinary arts practice and human computer interaction research teams, *Cross-dressing and border crossing: Exploring experience methods across disciplines workshop, ACM Computer Human Interaction conference*, Vienna, Austria.
- Jennings, P. (2004). Teaching design to technologist; Teaching technology to designers and artists, *Design and HCI Workshop, ACM CHI 2004 conference*, Vienna, Austria.
- Jennings, P. (2004). Distributed Minds | Negotiated Spaces: Social interfaces for public spaces, *Reflective HCI: Towards a critical technical practice workshop, ACM CHI 2004*, Vienna, Austria.
- Jennings P., Scupelli P. (2003). Constructed Narratives: Using play to breakdown social barriers, *Interactive Experience Forum Interact 2003 conference*, Zurich, Switzerland.
- Jennings P. (2002). Social networks and social interfacing *Consciousness Reframed: Fourth International CAiiA-STAR Research Conference*, Curtin University of Technology, Perth, Australia.
- Anders P, Jennings P, Little G, Lichty P. (2000). Interrogation of Space in Three Acts: a Panel on Space, Architecture, and Electronic Arts, *ISEA2000*, Paris, France.
- Jennings P. (2000). Distributed Minds/Negotiated Spaces, *Consciousness Reframed*, Univ. of Wales College Newport.
- Jennings P. (2000). Distributed Minds/Negotiated Spaces: Framework for Mapping Interaction Patterns in an Augmented Environment, *Towards a Science of Consciousness Conference poster*, University of Arizona.
- Penuel, W. R., Coleman, E. B., Means, B., Fenton, J., Jennings, P., Murray, F. G., & Chung, M. (2000). Measuring students' environmental awareness and skill in data analysis and interpretation: Designing Web-based assessment for the GLOBE program, *AERA Conference*, New Orleans, Louisiana.
- Jennings P. (1999). ART-I-TRONICS: Designing technologies for the post-structural age, *International Workshop on Physicality and Tangibility in Interaction: Towards New Paradigms for Interaction Beyond the Desktop*, I3net Annual Conference: New Visions of Information Technology Products in Everyday Life, Universita degli Studi di Siena, Italy; (eds.) D. Roy and M. Panayi, Southern Danish University.
- Jennings P. (1999). Building Blocks for Constructing Social Narratives: a Framework for Augmenting Physical Space with Distributed Intelligence, *I3net Annual Conference: Community of the Future*, (eds.) M. Caenepeel, D. Benyon, D. Smith, Human Communication Research Centre, Edinburgh.



Jennings P. (1999). Smart art: The fusion of art and advanced computer science, *Invencao: Thinking the Next Millennium*, Sao Paulo, Brazil.

Jennings P. (1999). ART-I-TRONICS: Designing technologies for the post-structural age, *CADE99: Computers in Art and Design Education conference*, University of Teesdale, Middlesbrough, England.

Jennings P. (1998) the book of ruins and desire Interactive Sculpture, *Evolution 2.0 generative arts panel*, ISEA98, UK.

Jennings P. (1997). Narrative structures for new media, *Hypermedia and interactive technology panel*, ISEA97, Chicago.

## UNPUBLISHED TECHNICAL PAPERS

Jennings P. (1999). Field Survey Research in Augmented Reality: the state of the art.

Hoffman F., Jennings P., Vogt F. (1998). Digital Coach: A Computerized Exercise System, Technical Paper for the IBM Almaden Research Center.

## KEYNOTES, LECTURES & PANELS

2019	College Art Association New Media Caucus Symposium: Border Control, plenary session, <i>Building a Creative Computational Pedagogy from Bauhausian Foundations</i> and artist talk, <i>Speaks Volumes</i> , Univ. of Michigan.
2019	Dialog 2.0: Social Movements, Online Communication & Transformation Symposium, Humanities & Social Sciences, <i>Toward a Theory of Critical Creative Technology as Discourse Wranglers</i> , North Carolina State University.
2018	Arthur M. Sackler Colloquia of the National Academy of Sciences: <i>Creativity &amp; Collaboration: Revisiting Cybernetic Serendipity</i> , NAS committee on Integrative Learning Panel, Washington, DC.
2018	Society for Cinema and Media Studies, <i>Sisters in the Life</i> panel, Toronto, Canada.
2017	University of Michigan, Alliance for the Arts in Research Universities, Keynote, <i>Research Platforms for Arts and Sciences</i> , Ann Arbor, Michigan.
2017	National Academies of Sciences, <i>The Faculty and Practitioner Perspective on Integration of Arts, Humanities, and STEMM</i> , Panel Moderator, Arizona State University.
2017	Wake Forest Innovation Quarter, <i>Venture Café - Entrepreneurship from the local to the global</i> , Winston-Salem, North Carolina.
2016	Wake Forest University, Ctr. Innovation, Creativity & Entrepreneurship, Class Critique.
2016	Duke University, Dept. of Art, Art History and Visual Studies, Lecture and Class Critique.
2014 - 2016	Center for Design Innovation: <i>DRIVE: Developing Research Center for Advanced Technology, Creativity and Design for the University of North Carolina System</i> . (multiple presentations)
2014	Indiana University, School of Informatics and Computing, Keynote, <i>Making Subjectivities: HCI formation of the User</i> , Bloomington, Indiana.
2014	Iowa State Univ., Human Computer Interaction Program Keynote, <i>Emerging Technologies</i> .
2013	SXSW (South by South West), Panel, <i>Elevate the Game, Blacks in Technology</i> , Austin, Texas.
2013	Maryland Institute College of Art, Lecture, Baltimore, Maryland.
2011	National Academies of Science Art and Science Rendezvous, Lecture, Washington D.C.
2011	School of the Art Institute of Chicago Lecture, <i>Research at an Arts School</i> , Chicago, Illinois.
2011	Virginia Tech, Lecture, <i>Learning in the Creative Sandbox</i> , Blacksburg, Virginia.
2010	Conference of the Ford Fellows Panel, <i>Working across disciplines: Crafting interdisciplinary projects</i> , Newport Beach, California.
2010	SIGGRAPH '10, Panel, <i>Grand challenges in education</i> , Los Angeles, California.
2010	Rensselaer Polytechnic Institute, EMPAC, Cybernetics: art, design & mathematics Conference, Presentation, <i>CONSTRUKTS Toolkit</i> , Troy, New York.
2009	Banff New Media Institute, Symposium, Grounding open source hardware, Canada.
2009	Newcastle University, Culture Lab Symposium, <i>Creative digital media research practice: Production through exhibition</i> , United Kingdom.
2008	Dartmouth College, Hanover, New Hampshire.
2007	Banff New Media Institute, Alberta, Canada.
2007	Arizona State University, Arts, Media and Engineering, Phoenix, Arizona.

2007	Georgia Institute of Technology, Digital Media Program, Atlanta, Georgia.
2007	Southern Graphics Council, <i>Lecture, Points, Plots and ploys</i> , Social Agency of Printmaking in Public Spaces, Kansas City, Missouri.
2006	Simon Fraser University, School of Interactive Art and Technology, Vancouver, Canada.
2006	Carnegie Mellon University, <i>University Lecture</i> , Pittsburgh, Pennsylvania.
2006	Spelman College, <i>Lecture, Reel Women Artist Lecture Series</i> , Atlanta, Georgia.
2005	Carnegie Mellon University, <i>Lecture, Shape grammars and folded spaces, Computational Design Laboratory Lecture Series</i> , School of Architecture, Pittsburgh, Pennsylvania.
2003	Museum of Modern Art Gramercy Theater, Digital Salon's International Digital Art and Culture Symposium, Panel, <i>The artist as programmer</i> , New York, New York.
2003	CAIIA-STAR Hochschule für Gestaltung und Kunst, <i>Lecture, Nomadic transitions: Dialogue on art and technology symposium</i> , Zurich Switzerland.
2002	Syracuse University, Media Arts Program, Syracuse, New York.
2002	Curtin University of Technology, <i>Lecture, Biennial of Electronic Arts</i> , Perth, Australia.
2002	National Association for Media Arts and Culture (NAMAC), Panel, <i>Agents of Change Artists and Technology, Pull focus, pushing forward conference</i> , Seattle, Washington.
2002	Sony Wonder Technology Lab, Panel, <i>Race in digital space</i> , New York, New York.
2002	CAIIA-STAR at University of Arizona, <i>Lecture, NeuroNetworks</i> , Tucson, Arizona.
2001	CAIIA-STAR at Galleria Civica di Arte Moderna e Contemporanea, <i>Lecture, E-NAISSANCE: New configurations of mind, body and space</i> , Turin, Italy.
2001	Arts Alliance Laboratory, <i>Lecture, CriT 1.4</i> , San Francisco, California.
2000	CAIIA-STAR at Ecole National Supérieure des Beaux-Arts <i>Lecture, Art in the Post-Biological Era Symposium</i> , Paris, France.
2000	SRI International, Panel, <i>Redefining reach: Community models for art and technology, Art frontiers: Partnerships in Art and Industry Conference</i> , Menlo Park, California.
2000	Banff New Media Institute, <i>Lecture, Living Architectures Summit</i> , Banff, Canada.
2000	CAIIA-STAR at Digital Arts Symposium University of Arizona, <i>Lecture, Distributed Minds/Negotiated Spaces: A framework for mapping discursive interaction patterns in an augmented environment</i> , Tucson, Arizona.
1999	CAIIA-STAR at University of Wales College Newport, <i>Lecture, Distributed Minds/Negotiated Spaces: A framework for mapping discursive interaction patterns in an augmented environment</i> , Wales, UK.
1999	Banff New Media Institute, <i>Lecture, ART-I-TRONICS: Designing technologies for the post-structural age, Navigating Intelligence Summit</i> , Banff, Alberta.
1999	CAIIA-STAR at Universidade Federal do Rio de Janeiro, <i>Lecture, Smart Art: The fusion of art and advanced computer science</i> , Rio de Janeiro, Brazil.
1999	CAIIA-STAR at C.Y.P.R.E.S. (Centre Interculturel de Pratiques Recherches et Echanges Transdisciplinaires), <i>Lecture, ART-I-TRONICS: Designing technologies for the post-structural age</i> , Marseilles, France and <i>Le Grenier du Sol</i> , Avignon, France.
1998	IBM Palisades Conference Center, Panel, <i>Creative Caveat, New York State Governor's Conference on Art and Technology</i> , Palisades, New York.
1997	National Museum of Women in the Arts, Panel, <i>New forms of interactivity, Women and the Art of Multimedia conference</i> , Washington D.C.
1996	Swarthmore College, <i>Lecture, Retrospective, 8th Annual Sager Symposium</i> , Swarthmore, PA.
1995	Rensselaer Polytechnic Institute, <i>Lecture, Retrospective, iEAR Studio</i> , Troy, New York.
1992	Women Make Movies, Panel, <i>Emerging producers &amp; directors' workshop</i> , NY, New York.
1992	Rutgers University, Mason Gross School of Arts, New Brunswick, New Jersey.

## EXHIBITIONS

2013	School of the Art Institute of Chicago, ArtWorks6, <i>Staff Exhibition</i> .
2008	Telus Science World, ACM Multimedia Conf. Exhibition, <i>Border Zones</i> , Vancouver, Canada.
2008	Spelman College Museum of Fine Arts, <i>Cinema Remixed and Reloaded: Black women artists and the moving image since 1970</i> , Atlanta Georgia.
2007	August Wilson African American Cultural Ctr. Future Tenant Gallery, <i>Power</i> , Pittsburgh, PA.
2007	National Academy of Sciences Rotunda Gallery, <i>Speculative data and the creative imaginary: Shared visions between art and technology</i> , Washington D.C.
2006	707 Contemporary Gallery, <i>Crossing Lines: Art in an age of all, group exhibit with Pamela</i>

	<i>Jennings, Diane Samuels, Tony Oursler, and Chan Schatz</i> , Santa Fe, New Mexico.
2006	Fe Gallery Summer Solo Show, <i>Extant Entities</i> , Pittsburgh, Pennsylvania.
2005	Parsons Design, <i>Creating Their Own Image: A history of African Amer. Women Artists</i> , NYC.
2004	Kiasma Museum of Contemporary Art, <i>Koodattu Kokemus (Wireless Experience)</i> , Inter- Society for Electronic Arts (ISEA) conference, Helsinki, Finland.
2002	Studio Museum of Harlem, <i>Authenticating Digital Art: Expression and cultural hybridity</i> .
2001	MIT List Center for the Visual Arts, <i>Authenticating Digital Art: Expression and Cultural Hybridity, Race and Digital Space Conference</i> , Cambridge, Massachusetts.
1999	Carleton University, <i>Art ex Machina Computer Art: 1970's-1999</i> , Ottawa, Canada.
1998	IBM Palisades Conference Center, <i>NY State Governor's Conference on Art &amp; Technology</i> .
1997	Cornell University, <i>Flaherty Workshop on Independent Film</i> , Ithaca, New York.
1997	Goethe-Institut, <i>Women and the art of multimedia</i> , Washington D.C.
1996	Rotunda Gallery, <i>Luminous Bodies</i> , Brooklyn, New York.
1996, 95	SIGGRAPH <i>New York Digital Salon</i> . School of Visual Arts, New York, New York.
1996, 95, 93, 91	Joseph Papp Theater, <i>International New Festival for Film and Video</i> , New York, New York.
1996	Centre de Cultura Contemporania de Barcelona, <i>3rd Mostra de Video Independent</i> , Spain.
1996	School of Visual Arts SOHO Gallery, <i>Magic*Data</i> , New York., New York.
1995	Krannert Art Museum, Univ. of Illinois at Urbana-Champaign, <i>Art as Signal: Inside the loop</i> .
1995	Colgate University, <i>Multiple Mediations</i> , Hamilton, New York.
1995	Lincoln Center <i>New York Film and Video Festival</i> , New York., New York.
1994	Anthology Film Archives, <i>Mix Experimental Film Festival</i> , New York., New York.
1994	494 Gallery, <i>Break Through: Stonewalls</i> , New York, New York.
	<i>...those fluttering objects of desire</i> installation collaboration produced by Shu Lea Cheang.
1993	Whitney Biennial, <i>...those fluttering objects of desire</i> , New York, New York.
1993	Museum of Modern Art & American Federation of Arts, <i>Video Art: The first 25 years</i> , NY, NY.
1993	Museum of Modern Art, <i>Video Viewpoints</i> , New York, New York.
1993	Video Etc..., <i>Montage 93 International Festival of the Image</i> , Rochester, New York.
1993	Artspace, <i>Video Review</i> , Wellington, New Zealand.
1993	Herstory Archives, <i>Imaginaires</i> , New York., New York.
1992	Outfest Film Festival, Los Angeles, California.
1992	Exit Art Gallery, <i>...those fluttering objects of desire</i> , New York, New York.
1992	Frameline International Film Festival, San Francisco, California.
1992	Randolf Street Gallery, <i>In the Outdoor</i> , Chicago, Illinois.
1992	Black Filmworks Festival, Oakland, California.
1992	Downtown Community Television, <i>Look Out Festival</i> , New York, New York.
1991	Montreal International Festival of Women's Films and Videos, <i>Silence Elles Tournent</i> .
1991	7th Annual International Women's Day Video Festival, Boston, Massachusetts.
1991	St. Lawrence University, <i>St. Lawrence Festival of the Arts - Out Art</i> , Canton, New York.
1990	Banff Centre for the Arts, <i>Residency Show</i> , Banff, Canada.
1990	New York University, <i>Media Alliance Conference</i> , New York, New York.
1989	Society of Photographic Education Exhibit, <i>FIX -IT: The state of women in photography education</i> , presented at Rochester, NY; Univ. of Minnesota; Univ. of California, Santa Cruz; and Rutgers Univ.
1987	Soho Photography Gallery. New York, New York.
1986	Allen Art Museum Conservation Association Hall. Oberlin College, Oberlin, Ohio.

10/2019