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CORE ACCOMPLISHMENTS

- Technology Designer/Director on David Byrne's Theater of the Mind
- TED Resident/Speaker: How I'm using biological data to tell better stories and spark social change
- Cultural Ambassador to Turkey, Sponsored by ZERO1 and the U.S. State Department's Bureau of Educational & Cultural Affairs
- NEW INC Member, Creative Experiments & Creative Science Tracks
- Co-Curator, EdgeCut, a live performance series exploring our complex relationship to the digital
- Founding Member, Guild of Future Architects
- Co-Created the world's first open-source bio-creative instrument, XTH Sense
- Awarded Harvestwork's Creativity + Technology = Enterprise Fellowship funded by the Rockefeller Foundation
- Conceived & Directed the first large-scale network performance using biotechnology
- Designed the first Alternate Reality Game on Facebook, America 2049
- Nominated for a Games for Change & Katerva Award for Social Impact
- Designed the first 3D Social Change Game, ICED: I Can End Deportation

SKILL & RESEARCH HIGHLIGHTS

- Program Direction & Curriculum Development
- Creative Direction
- Game Design & Development
- VR/AR Design & Development
- Interactive Web Design & Development
- Mobile Design & Development
- Sensor Design & Development
- Motion Capture & Mixed Reality Performance
- Show Control System Design & Development
- Transmedia Storytelling
- Cultural & Multi-Media Engagement Strategy
- Social Media Strategy
- Video & Animation Production
- Biomedial Experiences
- Pop Culture & Social Change
- Media Effects Research & Data Science
- Machine Learning & Natural Language Processing
- Cultural & Neurobiological Impacts of Intelligent Technology
- History of Cybernetics
- Networked Performance Practices
- Art, Science & Technology Collaboration
- Embodied Intelligence

EDUCATION

- 2015 Rensselaer Polytechnic Institute, PhD in Electronic Arts
2014 THNK: School of Creative Leadership, Amsterdam
2007 City University of New York (Hunter), MFA in Integrated Media Arts
2001 Certificate in Film Production from the Maine International Photographic & Film Workshops
2000 Middlebury College, Bread Loaf School of English MA in Comparative Literature & Creative Writing
1999 New School for Social Research, MA in Anthropology (incomplete)
1993 Boston College, BA in English Literature & Political Science

PROFESSIONAL EXPERIENCE

- 2016-2025 Founder & Creative Director, futurePerfect lab, New York, NY
2014-2016 Co-Founder & CEO, XTH, New York, NY
2007-2011 Multi-Media Director, Breakthrough, New York, NY
2005-2007 Media Coordinator, Bronx River Art Center, Bronx, NY
2004-2006 Researcher and Exhibition Designer, Museum of the Moving Image, Astoria, NY
2000-2004 Executive Assistant to Head of Innovation, Omnicom Group, New York, NY
1998-1999 Co-Producer and Writer, London Pacific Theatre Company, Sydney, Australia
1997-1998 Scriptwriter and Project Developer, Peerless Video, San Francisco, CA
1996-1998 Assistant Director and Stage Manager, American Conservatory Theatre, San Francisco, CA

TEACHING

- 2021-Present Associate Professor & Program Coordinator, AI & the Arts, University of Florida, College of the Arts, School of Theatre & Dance
Expertise: Immersive Performance Technologies
Courses include:
- AI, Data and the Performing Body
 - Immersive, Participatory Live Performance
 - Machine Intelligence and the Future of Humanity
 - Motion Capture & Mixed Reality
 - Show Control Systems for Live Performance
 - Algorithmic Creativity
 - AI, Arts & Society
- 2024 Program Lead, Jacob's Pillow, Inaugural ChoreoTech Lab
- 2016-2021 Assistant Professor & Program Director, City University of New York, New York City College of Technology, School of Technology & Design, Entertainment Technology Department, Emerging Media Technology Program
Expertise: Game Design & Development
Courses include:
- Experimental Game Design & Development
 - Mixed Reality for Immersive Worlds
 - Non-Linear Narrative
 - Emerging Media Foundations
 - Topics & Perspectives in Emerging Media
 - Physical Computing & 3D Fabrication

- Tech Production & Interdisciplinary Team Projects
 - Biomedica
- 2017 Adjunct Assistant Professor, City University of New York, Hunter College, Integrated Media Arts Grad Program, Film & Media Studies Department
Courses include:
- Immersive & Participatory Live Performance for Social Change
- 2012-2014 Teaching Fellowship and Studio Instructor, Rensselaer Polytechnic Institute, Department of Arts
Courses include:
- Media Studio Practices
 - Deep Listening & Experimental Sound (co-taught with Pauline Oliveros)
- 2013 Master Class, Designing for Social Impact, the National Latino Producer's Academy (NALIP)
- 2011 Master Class, Using Open Design to Create Serious Games, Waag Society, Amsterdam Netherlands
- 2005-2008 Adjunct Lecturer, City University of New York, Hunter College, Film and Media Studies Department
Courses include:
- Introduction to Digital Media
 - Introduction to Media Studies
- 2006-2007 Teaching Artist, Magic Box Productions, Artist-in-the-School Program
- 2005-2006 Film and Editing Instructor, Brooklyn Community Access Television
- 2004-2006 Senior Educator, Museum of the Moving Image

SELECT PUBLICATIONS

Performances

- 2026 Technology Director, Theater of the Mind, David Byrne, immersive theatre (remount)
- 2024 Co-Director & Technology Designer, Painting Humanity, devised AI immersive theatre
- 2023 Creative Technologist, AFROPOLIS, Out of this World, immersive dance performance
- 2023 Technology & Innovation Director, Bio-Adapted, documentary, AI theatre
- 2022 Co-Director, Producer & Creative Technologist, Run+Skip+Play, augmented reality dance game for public space
- 2022 Technology Designer, Theater of the Mind, David Byrne, immersive theatre
- 2021 Co-Director & Creative Technology, Lizardly, mixed reality play
- 2020 Concept & Performer, "How to Effervesce in a Public, Private Space with Strangers, Commissioned co-creative performance, Ars Electronica, zoom performance
- 2017 Director & Producer, Walking Wounded, multi-media performance using biotechnology
- 2016 Sound & Visual Designer, The Heart of a River, DJ Spooky, multi-media performance
- 2014 Experience Designer & Story Architect, Beware of the Dandelions, immersive theatre
- 2013 Director & Producer, [radical] signs of life, a multi-media performance using biotechnology
- 2005 Writer & Director, Para Que Escarmienten, play for Concordia University in Montreal
- 2004 Director & Co-Writer, 2 Bare Arms, a one-woman memory play performed at the Actors Studio
- 2002 Shooter & Editor, Castillo Theatre's Youth Onstage multi-media adaptation of Crown Height
- 2001 Director & Co-Producer, A Night of Crazy Comedy, a multi-media theatre show.

Installation

- 2026 Co-Creator & Creative Technologist, Media Diet, immersive documentary installation

Interactive Web Experiences

- 2020 Creative Director, LeanOn, discovery platform
- 2016 Experience Designer & Story Architect, Veterans Coming Home (CPB/PBS), transmedia

2013 Experience Designer, Land of Opportunity, interactive documentary

Mobile Applications

2013 Game Designer & Creative Director, @home, AR iPhone app

2010 Producer, Designer & Developer, urbanDrift, location-based iPhone app

Video Games

2012 Game Designer, Cubaville, USAID, 3D game

2011 Creative Director, Producer, Lead Designer, America 2049, Facebook game

2009 Producer, Designer, Developer, Programmer & Writer, Stitch, Cut & Die, 3D game

2009 Producer & Designer, Homeland Guantánamos, Documentary browser-based game

2007 Producer, Lead Designer & Developer, ICED! I Can End Deportation, 3D game

Film & Videos

2010 Shooter & Co-Editor, Restore Fairness, documentary

2009 Producer & Co-Writer, Don't Deport Me, Scotty, animation

2006 Writer, Director, Shooter & Editor, seduction: male a/drift, an experimental film

2005 Writer, Director, Shooter & Editor, Tyranny of the Visual, an experimental film

2005 Director, Shooter & Editor, Another Unwanted Immigrant, documentary film

2005 Director, Shooter & Editor, Silent Violence, an interactive installation

2004 Shooter & Associate Producer on We Say No to the RNC, a documentary by Mad Dog Films

2004 Co-Director, Shooter & Editor on State of Protest, a collective documentary.

2003 Shooter, Writer & Editor on Calving Communities, a documentary

2003 Editor on The Afterlife of Chopin, a documentary film by Ophra Yerushalmi

2003 Editor & Shooter on At Home in New York, a documentary by Monique Alexandre for Arte.

2003 Associate Editor on Datacongestion: The Theatre of Kenneth Koch, a documentary by Marisela LeGrave.

2002 Editor, Writer & Shooter for Intuitive Images on the Zapatista Caravana and other commercial projects.

2001 Editor & Researcher for New Deal Films on Archive of Memory and Under Bryant Park.

2000 2nd AD & Production Coordinator on a number of commercials for SMA Realtime, Inc.

Sound Art

2006 Writer and Sound Designer, sonicWarfare, a public soundwalk

Open Source Hardware & Software

2013-16 Co-Creator, XTH Sense, Biocreative Instrument

SELECT PRESENTATIONS

2026

Miami Immersive Summit, Unpacking Theater of the Mind, Featured Speaker

2025

University of Amsterdam, GenAI & Creative Practices: Past, Present & Future, A[RTS - Possible Futures for the Arts in the Age of AI, Invited Speaker

Independent Media and Arts Group, National Field Convening, Perspectives on AI in Media Arts, Invited Speaker

Amazon HQ2, Strengthening Arts-Led Leadership and Partnerships in AI: A National Summit, Co-Organizer, Speaker

John Hopkins University, AI Synergy Summit, Creative Futures: AI, Technology, and Artistic Expression, Invited Speaker

George Washington University, Corcoran School of the Arts, Research + Practice Series, Invited Artist Talk

University of Maryland, Embodied AI Encounters in Performance Education and Research, Invited Speaker

2024

World Science Festival, The Arts in the Age of Artificial Intelligence, Featured Speaker
Pontifical Catholic University of São Paulo, International Dialogue Seminar, Artificial Gaze: AI as a Tool and an Author, Keynote

National Academy of Science, Creativity, Empathy & AI: A National Summit, Opening Keynote
Howl & Round, Tech Talks, Healing Trauma through Technology, Podcast interview

2023

Playing Models, Artificial Intelligence, Architecture & Storytelling, Embodied Intelligence and the Future of Performance, Invited Speaker

Lincoln Center, NYSCA Youth Media Symposium: Digital Media as a Storytelling Tool, Keynote Speaker

Chromatic Black, Building an Ecosystem for Narrative Change, Keynote Speaker

Jacob's Pillow, Talks with Pillow Scholars, Invited Speaker

World Education Summit, Brains & Biology, Featured Speaker

2022

Bard College, "Embodied Intelligence and Performing Dolls," Lecture and Conversation

Michigan State University, Meaningful Play "Embodied Intelligence & the Future of Play," Key-note speaker

University of Michigan, a2ru, Arts Research Integration, Opening Invocation

Virginia Tech, Future Bodies, "AI, Data & the Future of Performance," Invited speaker

Standard University, Performing Arts Futures, "Hybridity & the Future of Performance," Keynote

Sanctuary for Independent Media, BioArt Talks at CBIS, "Embodied Intelligence & the Future of the Performing Body," Invited speaker

Georgia Tech, Performing Tech 2.0, Invited panelist

Sundance Film Festival, New Frontiers, State of Global Peace, Invited panelist

NSF/NEA, Algorithmic Arts, Keynote speaker

Association for Performing Arts, Live Artery, Performing Tech, Invited panelist

Code[d] Mixed Tape, NFTs and Dance, Invited speaker

2021

Science in Theatre Festival, The Cell, Science Talk & Demo, Limbic Lab and Media Genome

El Aleph Festival de Arte y Ciencia – Fronteras de la Medicina, "How Stories Work on Hearts, Minds & Bodies," Keynote speaker

University of Connecticut, Diverse Perspectives in Digital Media & Design, "How Stories Work on Hearts, Minds & Bodies." Invited speaker

NEW INC, Radical Evolution, Creative Science Track

2020

Guild of Future Architects, Share Day, Embodied Intelligence Shared Future

Unity for Humanity, "Turning data into future COVID preparedness," Invited speaker

Social Impact Writers Lab, "Audience Research & Who Watches What," Invited speaker

Firelight Media, Play as Process: Co-Designing for Social Impact, invited speaker & workshop facilitator

Data & Society, "Coping through Precarious Times," Invited speaker

Unbound Philanthropy, "Culture and Narrative Change," Invited speaker

Processing Foundation, Community Day, "Brain-Computer Interfaces, Open-Source Tools, and The Future of Augmented Cognition," Panelist

National Institute for Social Sciences, Viacom Velocity, "The Power & Perils of Social Media," Panelist

Pillars Fund, Muslim Narrative Cohort, Participant Media, Invited speaker

2019

NYC Media Summit, Keynote speaker

UN AI, Peace & Security, Alan Turing Institute, Invited speaker

TED Talk, "How I'm using biological data to tell better stories and spark social change"

Diggether, TAK Kadikoy (Istanbul), UNHCR, Artist talk, "Biomedicine, Performance & Social Change"

INOVAR/Art, U.S. Consulate (Turkey), Artist talk, "Culture Changes Us: From Interaction & Im-

mersion to Embodiment”

SXSW, “Creating Pop Culture Stories for a Just World,” Panelist

Center for Research on Choreographic Interfaces, Brown University, “Biomedica, Performance & Social Justice,” Featured speaker

College Art Association, “Where Industry Meet Academia,” Panelist, “Cultivating Empathetic Engagement through Participatory Design”

Frank Gathering, “The Ethics of Button Pushing,” Featured speaker

International Symposium of Electronic Arts (ISEA Durban), “Mediated Natures – Speculative Futures & Justice,” Panelist

2018

IFP, Verizon 5G Challenge, Ethics of VR, Panelist

SFAI 140, Sante Fe Art Institute, Artist talk

International Symposium of Electronic Arts (ISEA Durban), “Mediated Natures – Speculative Futures & Justice,” Panelist

iDocs Symposium, The Social-Cultural and Neurobiological Impacts of Emerging Forms of Storytelling, Invited speaker

Ammerman Center for Arts & Technology Symposium, 16th Biennial Symposium, “Walking Wounded: A Living Lab & Multiple Media Performance to Transform Trauma, Invited speaker

2017

Peace Accelerators, Assemblage, Futurist Forum on AI, Invited speaker

Enterprising Culture, Canadian Film Center, From Immersion to Embodiment & Beyond, Keynote speaker

Made in New York Media Center at IFP, “Interactive Media & Social Advocacy,” Invited speaker

Jump into VR Fest, “The Socio-Cultural and Neurobiological Impacts of VR,” Invited speaker

Creative Tech Week, “Alternative Futures: Challenging The Legacy of Cybernetics,” Organizer & moderator

Codes & Modes, “The Body & Gesture,” Conference organizer & speaker

MIT Hacking VR series, “The Art & Science of VR,” Invited speaker

2016

IndieCade, Gaming for Everyone, XTH Sense, Invited presenter

Nokia Bell Labs E.A.T. Salon, XTH Sense, Invited artist & presenter

Creative Change, Opportunity Agenda, Invited participant & performer

International Symposium of Electronic Arts (ISEA), “Emerging Platforms for Artist Interaction” (panel) & “Empathy Engine: Sonifying & Visualizing Media Effects” (workshop)

Culture Changes Us, Nathan Cummings Foundation, “Re-Becoming Human: Restoring Critical Feeling through Ludic Performance & Cultivating Empathetic Engagement,” Invited speaker

Made in New York Media Center at IFP, “Future of Wearable Technology,” Invited speaker

National Art Club, Creative Tech Week Opening, “Re-Becoming Human: Restoring Critical Feeling through Ludic Performance,” Invited artist & speaker

Rise New York & Subv3rsiv3: “The Origins & Future of Consciousness,” Invited panelist

2015

Made in New York Media Center at IFP, “Storytelling in Virtual Reality,” Invited panelist

The Stoop Series, BRIC, “Geek Chic: Wearable Technology & Cosplay,” Artist talk & demo

Leaders in Software & Art, “Re-Becoming Human: Restoring Critical Feeling through Ludic Performance,” Artist talk

New York Electronic Arts Festival, Introducing the XTH Sense, Artist talk & demo

Extended Play, Rutgers University, Invited speaker and plenary panelist, “Beyond Binaries:

Recoding Bodies through Bio-Adaptive, Game-Based Performance Practices”

MassArt, Women in Tech Symposium on Transmedia Storytelling, Invited panelist & workshop

2014

Meaningful Play Conference, “Ludic Performance: Embodied, Game-Based, Data-Driven Experiences,” Invited speaker

NetSci Conference, Invited speaker, “Echoing Narcissus: Large-Scale Networked Bio-Adaptive Performance”

Games for Change, “Games & Gender-Based Violence,” Invited speaker, co-presentation with Mary Flanagan

2013

Women in Tech, Mobiles & Mapping towards Resilience & Recovery, Fulbright, Invited panelist
Volumetric Society, Invited speaker, “Embodied Cognition, Complexity & the Future of Bio-Adaptive Games”

Allied Media Conference, Invited speaker & workshop facilitator, “Play as Process: Using Open Design to Build Games for Social Change.”

TechCamp Ukraine sponsored by the U.S. State Department, invited workshop facilitator, “Play as Process: Using Open Design to Build Games for Social Change.”

Meaningful Play Conference, Invited speaker, “Game/World: Moving Players Beyond Click-tavism”

2012

GreenPeace International Mobilization Lab, Invited speaker & workshop facilitator, “Balancing Message with Engagement” & “Using Open Design to Create Serious Games”

SUNY College, Old Westbury, Artist talk

StoryCode, Lincoln Center Film Society, “Immersive Transmedia Storytelling,” Invited speaker

Social Media Week, “GAME/WORLD: The New Collaborative Community,” Invited speaker

Philosophy of Computer Games, Media Lab Prado, “Activating Narcissus: Cognitive and Affective Systems Transformed through ‘Serious’ Games,” Invited speaker, co-presentation with Mei Si, Cognitive Science, RPI

2011

GameOn-North America, “Activating Narcissus: Embodying Cognition through Serious Games and Emerging Technology to Enhance Social and Behavior Change,” Invited keynote speaker

Games for Change, invited speaker, “Trends in Facebook Gaming,”

Reitveld Academy, Artist talk

A-Lab, Crossing Gallery, Artist talk

GameFest, “Serious Games,” Invited speaker

2010

New York Foundation for the Arts, “Art, Social Change and Engaging Communities,” invited panelist

Banff New Media Institute, artist talk, invited speaker

Left Forum, “ImMEDIate Impact: Using Documentaries to Organize for a New Progressive Imagination,” invited panelist

2009

United Nations, “Mobilizing the Future with Mass Media and the Web,” invited panelist

Tenement Museum, “Exploring the Immigration Debate through Pop Culture,” invited speaker

Open Society Institute International Convening, “Global Popular Education Strategies,” invited speaker

USHR Network, “Emergent Technology Strategies in Building Human Rights Culture,” invited speaker

2008

Center for Social Media, Make Your Media Matter, “Games for Social Change,” invited panelist

Games for Change, “Games as an Advocacy Tool,” invited speaker

N-Ten, Video “Games for Social Change: A New Movement,” invited panelist

College Art Association, “On the Role of Science in the Humanities,” sponsored by the Leonardo Forum, invited panelist

Visible Evidence XII, Para Que Escarmienten (So That They Learn), invited speaker

FELLOWSHIPS, GRANTS and AWARDS

2023 Digital Dozen Awards, Theater of the Mind

2022 Digital Dozen Awards, Lizardly

2020 Google Rare Creative Fellowship
 2020 Becoming America Grant, Narrative Engine
 2020 Guild of Future Architects Inaugural Incubator Grant, Embodied Intelligence Shared Future
 2020 NEW INC, Creative Science Track, Simon's Foundation, Science Sandbox
 2019 NEW INC, Creative Experiments Track, Simon's Foundation, Science Sandbox
 2018-9 ZERO1, American Artist Incubator, Lead Artist, Turkey, sponsored by the U.S. State Department's Bureau of Cultural & Educational Affairs
 2017-8 Pop Culture Collaborative Grant, Narrative Engine & Episodic TV
 2017-8 USC Norman Lear Center, Senior Media Impact Program Fellow, Gates & Guardian Funded Millennium Development Goals and VR Research
 2017-8 MIT OpenDoc Lab Fellow, Empathy Engine & Media Machine Development
 2017 PSC-CUNY Grant, Walking Wounded
 2016-7 LEIMAY Fellow, Walking Wounded Development
 2015 Harmony Institute, Media Impact Fellow, Cultivating and Measuring Empathetic Engagement Research
 2015 SOLID Fellow, XTH Sense
 2013-14 Creativity + Technology = Enterprise Fellow, Harvestworks/The Rockefeller Foundation, XTH Sense Development
 2013 Vermont Studio Center Fellowship, [radical] signs of life
 2012 Bay Area Video Coalition New Media Producer's Institute Grantee, @home
 2012 HASS Fellowship, PhD Research
 2012 Center for Culture, Communication & Cognition Summer Fellow, Bio-Adaptive Games for Social Emotional Learning
 2011 Games for Change Award Nominee, America 2049
 2011 Katerva Award Nominee, America 2049
 2010 Rensselaer Fellowship, PhD Research
 2010 Banff New Media Institute Scholarship
 2010 QEDC Start Up Competition, Runner Up Prize
 2010 We Media Fellow
 2009 New York Foundation for the Arts, Digital & Electronic Arts Fellowship Selection Committee
 2004-2006 City University of New York, Scholarship & Welfare Fund Scholarship, MFA Studies
 1998-2000 Middlebury College, John M. Kirk, Jr. Memorial & Reginald & Juanita Cook Scholarships
 1992-1993 Boston College Trustee Scholarship

EXHIBITIONS

2026 Goodman Theatre, Theater of the Mind, immersive theatre (March premiere)
 2026 TwentySummers, Media Diet, immersive documentary installation (March launch)
 2024 APAP, Transforma Theater, Bio-Adapted, AI theatre
 2023 CultureLab, Transforma Theater, Bio-Adapted, AI theatre
 2023 Lyon La Biennale de la Danse, Q Dance Company, Afropolis, immersive performance & interactive installations
 2022 Denver Center for the Performing Arts, Theater of the Mind, immersive theatre
 2022 Los Angeles Music Center, Run+Skip+Play, augmented reality dance game
 2021 Science in Theatre Festival, The Cell, Affinity, play inspired by my research
 2021 MAXLive: Neuroverse Festival, New York Live Arts, Lizardly, mixed-reality play
 2019 DasDas & INOGAR/Art, Istanbul, American Arts Incubator Showcase, sponsored by the U.S. Consulate in Turkey
 2017 Mou Gallery, Beijing, Body, [radical] signs of life, documentation of performance

2016 Soak Festival, LEIMAY, Walking Wounded
 2016 Apex Arts, Youniverse, Possibilities in Disguise, immersive experience
 2015 On the Boards - Seattle, Beware of the Dandelions
 2014 Wassaic Project Festival, [radical] signs of life
 2014 Tribeca Film Festival Interactive Hack-a-thon, Faceless, immersive display app
 2013 Experimental Media & Performing Arts Center, [radical] signs of life
 2013 PBS/POV Hack-a-thon, @home, location-based game
 2011 Games for Change, America2049, Facebook game
 2011 ComicCon NY, America2049, Facebook game
 2010 Walter Phillips Gallery, Banff, urbanDrift, geo-cinema experience
 2010 El Taller, AriZONA, ICED: I Can End Deportation, 3D game installation
 2010 Kunsthalle Gallery Showcase, Seoul, Korea, ICED: I Can End Deportation, 3D game installation
 2009 Queens International Biennale 4, Queen's Museum of Art, Stitch, Cut & Die, 3D game installation
 2008 cWow gallery & Newark Museum, Stitch, Cut & Die, 3D game installation
 2007 Games for Change, ICED: I Can End Deportation, 3D game kiosk
 2006 WorldUp, sonicWarfare, public soundwalk
 2006 Subject to Change, Another Unwanted Immigrant, documentary film
 2005 Fabricon, Tyranny of the Visual, experimental film
 2004 Media Ballistics, In/scape, an interactive kiosk

RESIDENCIES

2026 Arctic Circle Art & Science Residency, TriSociation
 2025 Futures BaseCamp, PopShift/Omidyar Network, immersive sound walk and AI film development exploring Protopia
 2025 Fresh Ground Pepper, Circle of Salt
 2025 Djerassi Leonardo Residency, The Ones Who Walked Through
 2024 North American Culture Laboratory, AI Literacy Workshop Development
 2023 North American Culture Laboratory, Bio-Adapted
 2023 CultureLab, Bio-Adapted
 2021 Barnard College Movement Lab, Lizardly
 2021 Digital Bodies, Lake Studios, Berlin, DanceTech
 2021 GALLIM Moving Women Residency, Lizardly
 2018-9 TED Resident, Limbic Lab
 2018 Equal Justice Residency, Sante Fe Art Institute, Walking Wounded
 2017 Jumpslide, New Orleans, Walking Wounded
 2016 Forward/Story, Nosara, Costa Rica, Emerging Forms of Storytelling
 2013 Harvestworks, New York, NY, Biotechnology & Dance
 2013 Experimental Media & Performing Arts Center, Troy, NY, Biotechnology & Dance
 2013 Vermont Studio Center, Johnson, VT, Performance
 2011 Waag Society, Creative Learning Lab, Amsterdam, Netherlands, Games and Mobile
 2010 Banff New Media Institute, Almost Perfect, Calgary, Canada, Locative Media
 2007 cWow Gallery & Newark Museum, Newark, NJ, New Media

BOARDS & MENTORSHIP

2023-5 Steve Jobs Archive, Dedicated Mentor
 2022-5 NEW INC, Year 9, 10 & 11, Dedicated Mentor
 2022-5 a2ru, AI & Arts, National Working Group
 2021-2 Ferment AI, Embedded AI Residency Goethe Institute, Cohort Mentor

2018-20 American Documentary (AmDoc), POV Spark, Advisory Board
2018-20 Global Action Project, Board of Directors
2019-20 RLab, Faculty Advisory Board
2014 National Latino Producer's Institute (NALIP), New Media Mentor
2013 Bay Area Video Coalition (BAVC) Producer's Institute, New Media Mentor

SELECT PRESS

Reviews of Theater of the Mind

2026

"Theater of the Mind is an Interactive Trip through a Memory Palace," New City Stage, Mary Wisniewski

"Review: David Byrne's Eye-Opening Theater of the Mind," Chicago Tribune, Chris Jones

"Theater of the Mind is Trippy, Unique and Make You Question Whether You Can Trust Your Mind," Chicago Sun-Times, Mike Davis

"Review: Theater of the Mind," Around the Town Chicago, Paul Lisnek

Reviews of Media Diet

2026

"Armchair Political Tourism," Provincetown Independent, Abraham Storer

"The Low Down," WORM Radio, Ira Woods

Reviews of Bio-Adapted

2023

"Our Techno-Future is Here: AI Scripted Stories Take Stage," New York Times, Critics Notebook

"In Bioadapted, Artificial Intelligence Comforts Our Fears, Then Sings EDM," Joey Sims

"In Bioadapted, Transforma Theatre explores AI Technology," Hollywood Soapbox, John Soltes
Off Off Online

Front Row Center, Bioadapted Review, David Walters

Briefly Noted: Bioadapted at Culture Lab, Theater Review, Frequent Business Traveller, Jonathan Spira

Stage Whisperer with Andrew Cortes and Hope Bird: Podcast

Go See A Show: Podcast

Reviews of Theater of the Mind

2022

"Theater of the Mind invites audiences to revisit—and rethink—their past," New Yorker, Megan O'Grady

"Inside David Byrne's Trippy New Immersive Experience," Thrillist, Abby Maddigan

"David Byrne is always onto the next adventure," Washington Post, Geoff Edgers

"Talking head games: A walk down David Byrne's memory lane, Denver Gazette, John Moore

Reviews of EdgeCut

2020

"The New Museum's NEW INC EdgeCut Performance Series," Dance Enthusiast, Nicole Loeffler-Gladstone

Reviews of Are You What You Watch?

2019

"TV shows 'Bones' and 'Criminal Minds' cross political divides, a new study finds," Los Angeles Times, Ashley Lee

"Study Finds Surprising Connections Between TV Preference And Political Beliefs," Deadline, Dino-Ray Ramos

"'Bones' Is The TV Show That Unites Democrats & Republicans, According To A New Study," Bustle, Shannon Carlin

"New Study Finds Both Conservatives and Liberals Like *Bones*," Vulture, Anne Victoria Clark

"What's on TV?" Washington Examiner, Madeline Fry

Reviews of XTH Sense

2016

“Wearable translates body biosignatures into creative digital expression,” Gizmag, Stanley Goodner

“XTH Launches XTH Sense Bio Sensor for Music, Games & VR,” VR Focus, Kevin Eva

“XTH Sense Biocreative Instrument Unveiled, Geeky Gadget, Julian Horsey

“Wearable Biosensor XTH Sense fur Kreative auf Kickstarter,” Make:, Felix Pfeifer

“XTH Sense – The First Biocreative Instrument,” IDM

“The World’s First Biocreative Instrument is Here,” Howl & Echoes, Delia Bartle

“Use Your Body to Create Music, Art and Play Video Games with the XTH Sense, N3rdabl3, Aaron Richardson

“XTH Sense: Use Your Body to Interact with Connected Devices, VR,” Gadgetify

“With XTH Sense, You Can Now Touch Virtual Reality, Techowize, Priyansha Mistry

“Point Barre Edition Pixel: Hitman EP2, Tilt Brush, 1979 Revolution & XTH Sense”

“Bio-Acoustic Music Wearables, Trend Hunter, Rahul Kalvapalle

XTH Sense: devenez L’instrument de votre art, Detours, CANAL+

DotNYC, Beta 6: To the XTH! with Jeff Jarvis

Sky News, Swipe

Reviews of [radical] signs of life

2015

Sound & Video Anthology: Biophysical Music, Computer Music Journal, MIT Press, Volume 39, Number 4, Winter 2015.

Contemporary Performance Almanac, Caden Manson & Jemma Nelson

2013

“Performance Puts Emphasis on the Body,” Times Union, Tresca Weinstein

Reviews of America 2049

2011

“America 2049” Facebook Game Promotes Social Justice,” Huffington Post, Laura Stampler

“America 2049 Brings Political Drama to Facebook Games,” TIME, Evan Narcisse

“America 2049: A Star-studded Facebook game that’s ambitiously all over the place” Fast Company, David Zax

“America 2049”: social change via Facebook games,” Salon, Drew Grant

“A Taste of SerennAide from America 2049,” WIRED, Michael Anderson

“Facebook game turns future into Libya-like chaos,” CNET, Eric Mack

“Intense Facebook Game Aims for Social Change,” Kotaku, Brian Crecente

“America 2049: The First Facebook Game That Requires Thinking,” Social Games Today, Josh Sprague

“Brave New Virtual World: The Women Behind America 2049,” Bitch Magazine, Kjersten Johnson

“Fight for the Future,” Nomad Editions Magazine, Tom Morrisey

“America 2049, A Struggle for Human Rights,” The Atlantic, Jared Keller

“Serious Games to be Featured at Tech@State,” Washington Post, Hayley Tsukayama

“Get Down on the FarmVille,” The Guardian, Naomi Alderman

“Facebook gaming for social justice: America 2049,” Feministe, Clarisse Thorn

“Bad Things Are Happening in America Circa 2049,” Destructoid, Conrad Zimmerman

“America 2049 is a dystopic game that forces you to venture outside of Facebook,” Gamezebo

“America 2049: Social Gaming for Social Good,” Brandchannel, Sheila Shanyon

Reviews of Homeland Guantamos

2009

“Death of Detained Immigrant Inspires Online Game with Goal of Educating Players,” New York Times, Nina Bernstein

Bernstein

“Video game puts you undercover in America’s Homeland Guantamos, Leslie Dreyer

Reviews of ICED: I Can End Deportation

2008

"Immigration Debate Finds Itself in Play," Los Angeles Times, Anna Gorman
 "Video game tries to draw sympathy to migrants plight," Miami Herald,
 "Grand Theft Auto Helps Shape New Game About Immigrants in America," MTV News, Stephen Totilo
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