

CURRICULUM VITAE

EDUCATION

- 1991 AKADEMIE DER BILDENDEN KÜNSTE, Munich, Germany.
Fine Arts Diploma. Studied with Jörg Immendorff, Gerhard Berger and Daniel Spoerri. Concentration on found object installations and video art installations.
- 1983 MASSACHUSETTS INSTITUTE of TECHNOLOGY, Cambridge, MA, USA.
M.S. in Mechanical Engineering. Studies in human-machine interface at Biomechanics Lab, computer graphics at precursor to Media Lab. Thesis: Real-Time Simulation of Ultra-Sonic Mobility Aid for the Blind.
- 1979 STANFORD UNIVERSITY, Stanford, CA, USA.
B.S. in General Engineering/Product Design. Concentration in human-machine interface design.

COLLECTIONS:

MUSEUM OF MODERN ART, New York, USA (uninvited augmented reality intervention)

SAN JOSE MUSEUM OF ART, San Jose, Silicon Valley, California, USA

ROSE GOLDSSEN ARCHIVE OF NEW MEDIA ART, Cornell University, Cornell, USA

ZENTRUM FÜR KUNST UND MEDIEN TECHNOLOGIE (ZKM), Karlsruhe, Germany

COMPUTER HISTORY MUSEUM, Mountain View, Silicon Valley, California, USA

SMITHSONIAN INSTITUTION, Washington DC, USA

SELECTED AWARDS, RESIDENCIES, SPECIAL EVENTS:

- 2011 GOETHE-INSTITUT Artist-in-Residence, Second Life.
DUKE UNIVERSITY, Visiting artist, Experimental Documentary Studies MFA program, Durham, NC, USA.
CARAVANSARAI artist in residence, Istanbul, Turkey.
- 2009 IBM INNOVATION AWARD for artistic creation in art and technology, Boston Cyberarts Festival, USA.
Nominated for the WORLD TECHNOLOGY AWARD in the category Art, sponsored by Time Magazine, Science Magazine and the American Association for the Advancement of Science.
- 2007 HAUPTSTADTKULTURFONDS (Berlin Capital City Fund) award, Berlin, Germany.
- 2006 "Junge Kunst und Neue Medien" (Young Art and New Media) prize of the KULTURREFERAT der LANDESHAUPTSTADT MÜNCHEN (City of Munich Cultural Department,) Germany, curated by Bettina Wagner-Bergelt and Dr. Stephan Urbascheck.
- 2004 Research fellow, Center for Advanced Visual Studies (CAVS), MASSACHUSETTS INSTITUTE of TECHNOLOGY, Cambridge, MA, USA.
- 2003 JAPAN FOUNDATION Fellowship.
KYOTO ART CENTER, Kyoto, Japan. Artist in Residence.
- 2002 SAN JOSE MUSEUM of ART, San Jose, CA., purchases *Beyond Manzanar* interactive 3D virtual reality installation for its permanent collection.
- 2001 Nominated for ROCKEFELLER FOUNDATION New Media Arts Fellowship.
- 1999 IAMAS (INTERNATIONAL ACADEMY of the MEDIA ARTS and SCIENCES) residency, Ogaki City, Japan.

- 1999 ART CENTER COLLEGE of DESIGN residency, Pasadena CA.
- 1998 WIRED MAGAZINE computer art award.
- 1996 GLOBAL INFORMATION INFRASTRUCTURE (GII) AWARDS PROGRAM (formerly NII Awards): Next Generation Award for "extraordinary achievement on the Internet and information highway."
SMITHSONIAN / COMPUTER WORLD Finalist
- 1992 Finalist, DEUTSCHE VIDEOKUNSTPREIS, ZKM, Karlsruhe, Germany.

SELECTED SOLO EXHIBITIONS:

- 2011 "Carnation Rain (Largo do Carmo)" augmented reality (AR) artwork, permanent installation, LISBON, Portugal
- 2010 "Virtuelle Mauer / ReConstructing the Wall" shown at the Industrial Design Center of the INDIAN INSTITUTE OF TECHNOLOGY in cooperation with the GOETHE-INSTITUT MUMBAI (BOMBAY), India.
"Virtuelle Mauer / ReConstructing the Wall" shown at the GOETHE-INSTITUT in BANGALORE, INDIA, and COLOMBO, SRI LANKA.
- 2009 John F. Kennedy School of Government, HARVARD UNIVERSITY, in cooperation with the GOETHE-INSTITUT BOSTON, Cambridge, USA. Speakers: German Consul Friedrich Loehr and Harvard Professor Steven Walt.
AMERICAN UNIVERSITY MUSEUM in collaboration with the GOETHE-INSTITUT WASHINGTON, Washington, D.C., USA. Special opening talk by GERMAN AMBASSADOR Klaus Scharioth.
"Virtuelle Mauer / ReConstructing the Wall" shown at the GOETHE-INSTITUT in: NEW DELHI, INDIA and LOS ANGELES, USA.
BOSTON CYBERARTS FESTIVAL / GOETHE-INSTITUT BOSTON, Boston, MA, USA.
CHANCELLOR WILLY-BRANDT-HAUS, Lubeck, Germany.
"ReVisioning the Virtual Wall," fine art digital print collages based on the 3D installation " *Virtuelle Mauer/ReConstructing the Wall*" GALLERY [DAM] BERLIN, Germany.
- 2008 World premiere of *Virtuelle Mauer / ReConstructing the Wall*, MUSEUM for COMMUNICATION, Berlin.
US premiere of *Virtuelle Mauer / ReConstructing the Wall*, 911 MEDIA ARTS CENTER, Seattle, USA.
- 2007 Exhibition of *The Travels of Mariko Horo* at 911 MEDIA ARTS CENTER in conjunction with the exhibit "Japan Envisions the West: 16th-19th Century Japanese Art from Kobe City Museum" at Seattle Art Museum.
- 2006 European premiere of *The Travels of Mariko Horo*, I-CAMP/NEUES THEATER, Munich, Germany.
- 2005 "Virtual Reality as Political Art," BOSTON CYBERARTS FESTIVAL / GOETHE-INSTITUT, Boston, MA.
- 2004 Center for Advanced Visual Studies (CAVS), MASSACHUSETTS INSTITUTE OF TECHNOLOGY, USA.
- 2002 Center for Research on Computers in the Arts (CRCA), University of California/San Diego, USA.
- 2001 European premiere of *Beyond Manzanar*, LOTHINGERSTRASSE 13 / LADEN, Munich, Germany.
- 1995 "Starbright World: A Peek in the Lab," DIGITAL WORLD, Los Angeles, CA, USA.

SELECTED GROUP EXHIBITIONS:

- 2011 VENICE BIENNIAL and the GERMAN NATIONAL PAVILION, Venice, Italy. "Manifest.AR Venice Biennale 2011 AR Intervention," uninvited guerilla augmented reality intervention.
ISTANBUL BIENNIAL, in the official parallel program ISEA2011 / UNCONTAINABLE. Exhibitions: "Not There," KASA GALLERY of the Sabanci University, and "Invisible Istanbul: Captured Images" uninvited guerilla augmented reality intervention in the main exhibit of the Istanbul Biennial.

- "Dislocative Sculpture" performative event at the GOETHE-INSTITUT in Second Life, in collaboration with the United | Dislokations | Kartell (U|D|K).
- "Manifest.AR@ICA," INSTITUTE OF CONTEMPORARY ART (ICA) Boston, USA
- "AR OCCUPY WALL STREET" – my artwork "Reign of Gold" is viewable everywhere in the world where protests are taking place.
- DUMBO Arts Festival, Brooklyn, New York, USA.
- "Not Here," SAMEK ART GALLERY, Bucknell University, Lewisburg, PA, USA.
- "gradually melt the sky," DEVOTION GALLERY, Brooklyn, New York City, USA
- "(Un)seen Sculptures," public art show, Melbourne CBD, Arts Precinct, Southbank, Melbourne, Australia
- 2010 "We AR in MoMA," uninvited guerilla augmented reality take-over of MUSEUM of MODERN ART (MoMA) in cyberspace, New York City, USA.
- "Bushwick Augmented Reality Intervention," group public art show in cyberspace as part of the BETA SPACES FESTIVAL, Bushwick neighborhood of Brooklyn, New York City, USA.
- "Colorito," ACM Multimedia Interactive Art Exhibit in the PALAZZO MEDICI-RICCARDI, Florence, Italy.
- 2009 "Altre Lingue Altre Poetiche Nel Contemporaneo," as part of the transnational literary festival "Incroci di Civiltà," in the *Concordanze* contemporary art series of the FONDAZIONE QUERINI STAMPALIA, Venice, Italy.
- "The Catholic Factor in Contemporary Art from Germany and Poland", CITY MUSEUM im LEEREN BEUTEL, Regensburg, Germany.
- "FEEDFORWARD: Angel of History," curated by Steve Dietz and Christiane Paul, LABORAL CENTRO de ARTE, Gijon, Spain.
- "FALLMAUERFALL | 61-89-09," CITY MUSEUM of BERLIN / Ephraim-Palais, Berlin, Germany.
- "Reconstructed Zone," KUNSTVEREIN WOLFSBURG, Germany.
- 2007 "Global Eyes," SIGGRAPH 2007 ART GALLERY, San Diego, CA. USA.
- "The game is up!," ARTS CENTRE VOORUIT, Ghent, Belgium
- 2006 World premiere of *The Travels of Mariko Horo* at ISEA2006 / 01SJ BIENNIAL, in the "Edge Conditions" show (curator: Steve Dietz) at the SAN JOSE MUSEUM OF ART, San Jose, USA.
- "Image War: Contesting Images of Political Conflict," ART GALLERY OF THE GRADUATE CENTER AT CITY UNIVERSITY OF NEW YORK (CUNY), curated by curatorial students at the WHITNEY MUSEUM OF ART'S INDEPENDENT STUDY PROGRAM, New York, NY, USA
- "Visual Politics: The Art of Engagement," AMERICAN UNIVERSITY MUSEUM, Washington D.C.
- "Next Level: Die Lust am Spiel in der Netzwerkgesellschaft," KUNSTVEREIN WOLFSBURG, Germany
- World premiere of *In the Land of Babari-an* dance performance, DANCE2006 10th INTERNATIONAL FESTIVAL of CONTEMPORARY DANCE," at i-camp/Neues Theater, using *The Travels of Mariko Horo* as a realtime interactive stage set. Munich, Germany.
- 2005 "Visual Politics: The Art of Engagement," SAN JOSE MUSEUM OF ART, San Jose, CA, USA
- "Xenopolis: Von der Faszination und Ausgrenzung des Fremden," Kulturreferat der Landeshauptstadt München, RATHAUSGALERIE, Munich, Germany.
- "Non-Stop: A Project on the Ambivalence of War and Peace," KUNSTVEREIN WOLFSBURG, Germany.
- 2004 "Only Skin Deep," traveling exhibit, SEATTLE ART MUSEUM, Seattle, WA, USA.
- 2003 "Only Skin Deep," INTERNATIONAL CENTER OF PHOTOGRAPHY (ICP), New York, NY, USA.

Kyoto Biennale, KYOTO ART CENTER, Kyoto, Japan.
FILE-2003, Electronic Language International Festival, PAÇO DAS ARTES, São Paulo, Brazil.

"Web3D Art 2003," ICA MEDIA CENTRE, London, UK.

- 2002 "Highlights of the Permanent Collection," SAN JOSE MUSEUM OF ART, San Jose, CA, USA.
„BILDER*CODES# 1992-2002: 10 JAHRE MEDIENKUNST im DIALOG“ ("images*codes# 10 Years of Media Art in Dialog"), 10th anniversary of the \\ INTERNATIONALEN \\ MEDIEN \\ KUNST \\ PREIS (\\ international \\ media \\ art \\ prize), Zentrum für Kunst und Medientechnologie (ZKM), Karlsruhe, Germany.
5th Media Arts Festival, TOKYO METROPOLITAN MUSEUM OF PHOTOGRAPHY, Tokyo, Japan
- 2001 "N-Space Gallery," SIGGRAPH, Los Angeles, CA, USA.
INTERACTION '01, 4th Biennale: World Forum for Media and Culture, Ogaki, Japan.
CYNETart 2001, Dresden, Germany.
- 2000 "IAMAS Artists in Residence," TOKYO METROPOLITAN MUSEUM of PHOTOGRAPHY, Tokyo, Japan.
- 1999 "VRML-ART," EUROPEAN MEDIA ARTS FESTIVAL (EMAF), Osnabrück, Germany.
- 1998 "Plugged In," HAINES GALLERY, San Francisco, CA, USA.
- 1997 "Aurinko - Solar Energy," RAUMA MUSEUM of ART, Rauma, Finland.
"Women and the Art of Multimedia," NATIONAL MUSEUM of WOMEN in the ARTS, Wa.DC, USA.
"Dancing for the Camera," AMERICAN DANCE FESTIVAL, Durham, NC, USA.
- 1993 The Connection Machine CM-2 was exhibited as part of Karl Sims' "Genetic Images" at:
- ARS ELECTRONICA, Linz, Austria.
- CENTRE GEORGES POMPIDOU, Paris, France.
- INTERACTIVE MEDIA FESTIVAL, Los Angeles, CA, USA.
"4th International Sound Basis Visual Arts Festival," WRO 93, Wroclaw, Poland.
"VideoForum: Best of Recent Video," ELDORADO CENTRUM VOOR BEELDCULTUR, Antwerp, Belgium.
- 1992 "Das Goldene Ei" premiered on German TV station SW3 as part of the DEUTSCHE VIDEOKUNSTPREIS, Zentrum Für Kunst und Medientechnologie (ZKM), Karlsruhe, Germany.
"Experimental Film and Video Festival," IMAGE FORUM, Tokyo and Osaka, Japan.
"VIDEONALE 5," Bonner Kunstverein, Bonn, Germany.

ARTWORKS DISCUSSED IN BOOKS:

- 2010 Lieser, Wolf. The World of Digital Art (large format hardcover), Ullman/Tandem Verlag, Königswinter, Germany.
- 2009 Gessner, Ingrid. "Moving Beyond Manzanar: Transnationalizing Japanese American Internment Experiences." Virtually American? Denationalizing North American Studies. Ed. Mita Banerjee. Heidelberg: Winter, 2009. pp77-96.
Lieser, Wolf. Digital Art (Art Pocket Series), Ullman/Tandem Verlag, Königswinter, Germany, pp 104-105.
- 2007 Smith, Matthew. The Total Work of Art: From Bayreuth to Cyberspace, Routledge, NY, 2007, pp 180-186
Gessner, Ingrid. From Sites of Memory to Cybersights: (Re)Framing Japanese American Experiences, Universitätsverlag Winter, pp. 90-106.
- 2003 Paul, Christiane. Digital Art, Thames & Hudson World of Art series, New York, NY, pp. 130-132.
- 2002 Wurster, Christian. Computers: Eine Illustrierte Geschichte, Taschen Verlag, Koeln, 2002, pp 98-100, 322-333. (Published simultaneously in English as "Computers: An Illustrated History.")

SELECTED REVIEWS:

- 2011 Rackham, Melinda. "divisible Istanbul," real time, Sydney, Australia, Dec.2011/Jan.2012, pp. 22-23.
- Steinberg, Claudia. "Mit Happenings gegen das Establishment," Kunstzeitung, Regensburg, Germany, Nov. 2011, p.19.
- Quaranta, Domenico. "Venezia: La Realtà Aumentata," Flash Art Italy, July/September 2011, p 33.
- "Interview with Tamiko Thiel" (video: <http://vimeo.com/25855771>) by Lanfranco Aceti, Editor-in-chief of LEONARDO ELECTRONIC ALMANAC, Professor of Contemporary Art and Digital Culture at Sabanci University, Istanbul and the Director of its Kasa Gallery, and Director of ISEA 2011.
- Bosco, Roberta. "La Bienal que emerge a través del móvil," in El Pais, Madrid, Spain, June 12, 2011.
- Ippolito, Jon. "Are you in the Biennale, or aren't you? Both, thanks to Augmented Reality," www.nmdnet.org, June 13, 2011
- Waelder, Pau. "Los pabellones invisibles," <http://laboralcentrodearte.uoc.edu/>, June 20, 2011.
- Fong, Cherise. "Augmented Reality: Through the Mobile Looking Glass," in MCD musiques & cultures digitales, Hors-série #6 Internet des Objets / Internet of things, France, Jan./Feb.
- 2010 Porter, Eduardo. "Is That a Dagger I See?," New York Times, New York, USA, pA34, Oct. 22, 2010.
- Fidel, Alexander. "Art Gets Unmasked in the Palm of Your Hand," New York Times (online), Dec. 1, 2010 and International Herald Tribune, (print) Dec. 2, 2010
- Sterling, Bruce. "Augmented Reality: AR uninvited at MoMA NYC," WIRED online, http://www.wired.com/beyond_the_beyond/2010/10/augmented-reality-ar-uninvited-at-moma-nyc/, Oct. 6
- Conroy-Randall, Britta. "Guerilla Artists Stage MoMA Invasion" on National Public Radio (NPR) "All Things Considered" and on the WNYC Radio website, New York, USA. Oct. 15 2010.
- Smith, Matthew. "Liquid Walls: The Digital Art of Tamiko Thiel," Performing Arts Journal (PAJ), MIT Press, Sept. 2010, Vol. 32, No. 3 (PAJ 96), pp. 25-34.
- Quiroz, Marcela. "Orientalism, Occidentalism and other myths of origin," Fahrenheit Contemporary Arts, online and print magazine in English, Spanish and French, pp.102-104. (<http://www.fahrenheitmagazine.com/>)
- "Life on either side of Checkpoint Charlie," The Hindu, Bangalore, India. January 12, page 2.
- "Critic's Choice," page 51, and "Virtuelle Mauer/Re-Constructing the Wall," page 49, Time Out Bengaluru, Bangalore, India. Jan.8-21.
- Naizer, Nizla. "Virtual exhibition by artists Tamiko Thiel and Teresa Reuter takes you to the Cold War days of Berlin," The Daily Financial Times, Colombo, Sri Lanka, Jan. 10.
- "Berlin Wall Virtual Reality," The Nation, Colombo, Sri Lanka, Jan. 10.
- 2009 Smee, Sebastian. "Critic's picks - visual arts," Boston Globe, Boston, MA, USA., May 3, 2009.
- Norris, Doug. "Tearing Down the Virtual Wall," Art New England, April/May, Vol.30 Issue 3, pp. 18-20.
- Hadge, Kara. "Virtual Berlin - In Two Parts," Boston Phoenix, Boston, MA, USA., April 17, 2009.
- 2008 Steinberg, Claudia. "Tamiko Thiels virtuelle Projekte," Kunstzeitung, #146, Germany, October, p.30.
- Hippel, Achim. "Erinnerung an den Mauerbau," Rundfunk Berlin-Brandenburg (TV), Berlin, Germany, Aug. 13.
- van Bebber, Werner. "Die Mauer wird wieder aufgebaut - am Computer," Tagesspiegel, Berlin, Germany, August 12, p. 8.
- Shimp, Rachel. "Explore a virtual Berlin Wall at 911 Media Arts," Seattle Times, Seattle, USA. Dec. 26.
- 2007 Hauffen, Michael. "Next Level, Kunstverein Wolfsburg," KUNSTFORUM International, March-April, 2007, Vol. 184, pp 113-115.

- 2006 Hentschlaeger, Ursula. "Im Land der Barbaren," artmagazine.cc (www.artmagazine.cc)
- O'Sullivan, Michael. "The Liberal Rules of 'Engagement'," [Washington Post](http://www.washingtonpost.com), April 28, p. WE51.
- Kennicott, Philip. "You Shouldn't Have! On the NEA's 40th, the Art of Politics," [Washington Post](http://www.washingtonpost.com), May 15, p. C01
- 2005 Düker, Ronald. "Jenseits von Wolfsburg," [NETZEITUNG.DE](http://www.netzeitung.de), 2 June 2005, www.netzeitung.de/voiceofgermany/341651.html
- Sarreiter, Benedikt. "Beyond Manzanar," interview for [Zündfunk](http://www.zuehndfunk.de), Bayern2 Radio, Germany, July 1, 2005
- 2004 "Viewers interact with new exhibit on U.S. internment camps," [MIT Tech Talk](http://web.mit.edu/newsoffice/2004/manzanar-0428.html) Vol. 48, No. 25, April 28 (<http://web.mit.edu/newsoffice/2004/manzanar-0428.html>)
- 2002 Mosher, Mike. "The Interaction '01," [e-Zine, Leonardo Electronic Almanac](http://mitpress2.mit.edu/e-journals/LEA/LEA2002/LEA/contents/Vol10_11/interact.htm), Vol 10 Issue 11, Nov. 2002. (http://mitpress2.mit.edu/e-journals/LEA/LEA2002/LEA/contents/Vol10_11/interact.htm)
- Naimark, Michael. "Review: Interaction '01," [Diatxt.06](http://www.diatxt.com), Kyoto Art Center, March 19, 2002, pp. 077-079 (Japanese) and p. 126 (English.)
- 2001 Hauffen, Michael. "Tamiko Thiel und Zara Houshmand: Beyond Manzanar," [Springerin](http://www.springer.de), Band VII Heft 2, Juni-September 2001, pp. 75,76.
- Herbst, Katja. "Medienkünstlerin," [SAT1/Bayernjournal](http://www.sat1bayernjournal.de) (German TV), 24. März 2001.
- 2000 "Future Computer Image Suggested in the Abacus," [AXIS Magazine](http://www.axismagazine.com), March/April 2000, pp. 37-41.
- Full color photo essay on *Beyond Manzanar* published in the premier issue of the new Japanese critical theory journal [DIATXT](http://www.diatxt.com), Kyoto Art Center, June 2000, pp.65 - 72.
- Richard, Birgit. "Vergehen Konservieren Uploaden. Strategien fuer die Ewigkeit." [Kunstforum](http://www.kunstforum.de), Vol. 151, July – September 2000, Page 50.
- 1998 Greenman, Catherine. "Network Helps Children Cope With Serious Illness," [New York Times](http://www.nytimes.com), May 28, 1998, page D6.
- Koski, Janne. "Aurinko - Sun: Solar Art at the Rauma Museum, Finland," [Leonardo Journal](http://www.leonardojournal.com), MIT Press, Vol.31 #2, 1998, pp. 81-86.
- Cohn, Terri. "Chik Tek '97' at Art-Tech," [Artweek Magazine](http://www.artweekmagazine.com), Vol.29 No.2, February 1998, page17.
- 1997 Jones, Rochelle, "Star Power," [People Magazine](http://www.people.com), December 1 1997, page 61.
- Levander, Michelle, "Sick kids shine in virtual world," [San Jose Mercury News](http://www.sanjo MERCURY NEWS.COM), June 19, 1997.
- 1996 McCarthy, Susan. "the good deed," [WIRED Magazine](http://www.wired.com), Sept. 1996, pp.170 –175, 230, 232, 234, 237.
- Dunn, Ashley, "Meeting, Sharing, Healing While Exploring a Virtual World of Play," [New York Times Online](http://www.nytimes.com/library/cyber/dunn/0123starbrite.html), January 23 1996, downloaded from www.nytimes.com/library/cyber/dunn/0123starbrite.html.
- 1995 Stephenson, Joan, PhD. "Sick Kids Find Help in a Cyberspace World." [Journal of the American Medical Association](http://www.jama.com), Volume 274, No. 24. December 27, 1995 pp. 1899 – 1901.
- Hellmich, Nanci. "A computer playspace to ease suffering," Cover story for [USA Today](http://www.usatoday.com), Wed., Nov. 8.
- Lewis, Peter H. "Virtual Reality and Virtual Spaces Find a Niche in Real Medicine." [New York Times](http://www.nytimes.com), June 5, 1995.
- Sperlich, Tom. "Trost und Waerme on line," [Die Zeit](http://www.diezeitung.de) Nr. 26, June 23, 1995
- Harmon, Amy, "E.T. Reaches Out." [Los Angeles Times](http://www.losangelestimes.com), June 6, 1995.
- Clark, Don, "The High Road on the Highway: Helping Sick Kids Play Together." [Wall Street Journal](http://www.wallstreetjournal.com), May 10 1995, page B1.
- 1991 Gudrat, Petra. "Portraet: Tamiko Thiel, Maschinenbauingenieurin und Video-Künstlerin," [Süddeutsche Zeitung](http://www.sueddeutschezeitung.de), Sept. 4.

- 1988 Wie. "Verspielt, unterhaltsam. Eine Ausstellung der Münchener Akademieklasse Daniel Spoerri," Süddeutsche Zeitung, 1988.

SELECTED WRITINGS:

- 2011 "Cyber-Animism and Augmented Dreams," Leonardo Electronic Almanac (LEA), http://www.leoalmanac.org/images/articles/LEA_online_article_Tamiko.pdf
- 2010 "Rhetorics of the Interactive 3D Installation 'Virtuelle Mauer/ReConstructing the Wall'" (with Teresa Reuter), conference proceedings for ICIDS (International Conference on Interactive Digital Storytelling), Edinburgh, UK. Ruth Aylett et al., eds.: ICIDS LNCS 6432, pp. 129-140, Springer-Verlag, Berlin / Heidelberg.
- 2009 "Where Stones Can Speak: Dramatic Encounters in Interactive 3D Virtual Reality," chapter in the book Third Person: Authoring and Exploring Vast Narratives, ed. Pat Harrigan & Noah Wadrup-Fruin, MIT Press, Cambridge, MA, USA.
- 2007 "Life at the Interface of Art and Technology," ON SCREEN, 911 Media Arts Center, Seattle, WA, USA. Winter, 2007, Vol. 18 No.1, pp. 32-34.
- 2004 "Beyond Manzanar: Creating Dramatic Structure in Ergodic Narratives," Published in the conference proceedings for TIDSE (Technologies for Interactive Digital Storytelling and Entertainment), Darmstadt, Germany, June 24-26, 2004, Springer Verlag, Berlin / Heidelberg.
- 2003 Reader: Lab3D and Web3D Art, Kathy Rae Huffman and Melinda Rackham, editors. CORNERHOUSE, Manchester, England, June 2003.
- 2002 Panelist in The (Re)Structured Screen, online critical forum presented by EYEBEAM/New York and The Integrated Media Program at CalArts, California, Nov. 11 - Dec. 13.
- 2001 "Dramatic structure in interactive virtual reality," AEDO-BA, Villa Tosca Design Management Center, Milan, Nr. 03/04, Fall 2001 pp. 40-45.
- "Beyond Manzanar," (with Zara Houshmand,) SIGGRAPH 2001 Electronic Art and Animation Catalog and CD-ROM, ACM SIGGRAPH, New York, page 125.
- "*Beyond Manzanar: Constructing Meaning in Interactive Virtual Reality*," Proceedings of COSIGN2001: Digital Semiotics of Games and New Media, Amsterdam, Holland.
- 2000 LEONARDO JOURNAL, MIT Press, Volume 33 #2, 2000. Images from the series *Metamorphoses* featured on front and back covers, and on Leonardo's website.
- 1994 "The Design of the Connection Machine," INTERCOMMUNICATION MAGAZINE, InterCommunication Center of the NTT (ICC), Tokyo, Japan, No. 8, Spring.
- "The Design of the Connection Machine," DESIGN ISSUES, The MIT Press, Cambridge, MA, Vol. 10, No. 1, Spring.
- 1993 "Vijfenzestigduizend Processoren in Twaalf Dimensies," COMPUTABLE, Holland
- "Machina Cogitans," Genetic Art - Artificial Life, ARS ELECTRONICA, Linz, Austria.
- 1992 "The Connection Machine," AXIS Magazine, Number 45, Tokyo, Japan, 1992

SELECTED LECTURES

- 2011 "Virtual and Augmented Reality Artworks," EYEBEAM ART + TECHNOLOGY CENTER, New York, USA:
- 2010 "Rhetorics of the Interactive 3D Installation 'Virtuelle Mauer/ReConstructing the Wall,'" ICIDS 2010 CONFERENCE ON INTERACTIVE DIGITAL STORYTELLING, Edinburgh, Scotland, UK.
- Artist's talk at the SRISHTI SCHOOL OF ART, DESIGN AND TECHNOLOGY, Bangalore, India.
- Artist's talk at the RABINDRA BHARATI SCHOOL OF ART, Kolkata (Calcutta), India.
- "Roundtable discussion on interactive 3D virtual worlds," GOETHE-INSTITUT SRI LANKA, Colombo.

- 2009 "Erinnerungsorte: Denkmal und Gedenken" ("Places of Remembrance: Memorials and Remembrance"), Department of Historic Preservation and Design, TECHNICAL UNIVERSITY DRESDEN, Germany.
- "I viaggi di Mariko Horo," artist's talk at the FONDAZIONE QUERINI STAMPALIA, as part of the transnational literary festival Incroci di Civiltà', Venice, Italy, May 20.
- 2007 "Mariko Horo: The Art of Tamiko Thiel," artist's talk, SEATTLE ART MUSEUM. Seattle, USA. Held in conjunction with the exhibit "Japan Envisions the West: 16th-19th Century Japanese Art from Kobe City Museum" at the Seattle Art Museum and the solo show of *The Travels of Mariko Horo* at 911 Media Arts Center, Seattle, USA.
- "Virtual Reality Projects," KHOJ International Artists' Association, New Delhi, India.
- 2006 "Creating the Unknown World," ISEA2006/01SJ BIENNIAL, San Jose, CA, USA.
- 2005 "The Travels of Mariko Horo," Center for Advanced Visual Studies (CAVS), MASSACHUSETTS INSTITUTE OF TECHNOLOGY, Cambridge, MA, USA.
- "How The Connection Machine Got Its Blinking Red Lights," in Professor Alan Edelman's class "Applied Parallel Computing," MASSACHUSETTS INSTITUTE OF TECHNOLOGY, Cambridge, USA.
- "Virtual Memorials" Roundtable Discussion hosted by the GOETHE-INSTITUT for the BOSTON CYBERARTS FESTIVAL, Boston, USA.
- 2004 "Re-Constructing the Berlin Wall: The virtual experience of an urban fact and symbol," Center for European Studies (CES), HARVARD UNIVERSITY, Cambridge, MA, USA.
- "Caught in the Loop: Media Hysteria in Times of Crisis," Center for Advanced Visual Studies (CAVS), MASSACHUSETTS INSTITUTE OF TECHNOLOGY, Cambridge, MA, USA.
- "A General Theory of Dramatic Structure for Interactive 3D Environments," Guest lecture in the class "Interactive Cinema," MEDIA LAB, MASSACHUSETTS INSTITUTE OF TECHNOLOGY, Cambridge, USA.
- "Finding Form for an Electronic Brain: the Connection Machines CM-1/CM-2," Computer Science and Artificial Intelligence Lab (CSAIL), MASSACHUSETTS INSTITUTE OF TECHNOLOGY, Cambridge, MA, USA.
- 2003 "A General Theory of Dramatic Structure for Interactive 3D Environments," Center for Advanced Visual Studies (CAVS), MASSACHUSETTS INSTITUTE OF TECHNOLOGY, Cambridge, MA, USA.
- "Slowness in Cultural Pluralism," panel discussion, Kyoto Biennale, KYOTO ART CENTER, Kyoto, Japan.
- "Games, Worlds and New Narratives," Panel Discussion, Lab3D, CORNERHOUSE, Manchester, England.
- "Evocative Structure and Social Content in Virtual Reality," UNIVERSITY OF SALFORD, Manchester, GB.
- "Evocative Structure and Social Content in Virtual Reality," Center for Advanced Visual Studies (CAVS), MASSACHUSETTS INSTITUTE OF TECHNOLOGY, Cambridge, MA, USA.
- "Arbeiten mit Kunst und Technologie," AKADEMIE der BILDENDE KÜNSTE, Munich, Germany.
- "Lehrkonzept für Szenografie mit Neuen Medien," HOCHSCHULE für FILM und FERNSEHEN, Babelsberg.
- 2002 "Creating *Beyond Manzanar*," (with Zara Houshmand.) Event to celebrate the opening of *Beyond Manzanar* in the "Highlights of the Permanent Collection" show at the SAN JOSE MUSEUM OF ART, San Jose, CA. Event co-hosted by ZeroOne: The Art and Technology Network.
- "Creating Dramatic Structure in Interactive 3D Virtual Reality," INTERACTIVE MEDIA DIVISION, SCHOOL OF CINEMA-TELEVISION, University of Southern California (USC) Los Angeles, CA, USA.
- "Arbeiten mit Kunst und Technologie," BAUHAUS-UNIVERSITY, Weimar, Germany
- "Creating Dramatic Structure in Virtual Reality," NEW YORK UNIVERSITY (NYU), New York, NY, USA.
- "Crossing cultures in Virtual Reality," curators talk at the JAPANESE AMERICAN NATIONAL MUSEUM (JANM), Los Angeles, CA, USA.

- 2001 "Dramaturgie für Interaktive VR", (in German) HOCHSCHULE für FILM und FERNSEHEN, Germany.
 "Beyond Manzanar und die Leitkulturdiscussion," LOTHINGERSTRASSE 13/LADEN, Munich, Germany.
- 1999 "Beyond Manzanar – Work in progress" (in Japanese), INTERNATIONAL ACADEMY of the MEDIA ARTS and SCIENCES (IAMAS), Ogaki City, Japan.
 "Fantasies and Other Realities," VIPER MEDIA ART FESTIVAL, Lucerne, Switzerland.
 "Virtual Worlds", ART CENTER COLLEGE OF DESIGN, Pasadena CA.
- 1998 "Virtually Paradise," Out of the Box Summit on Interactivity, BANFF CENTRE for the ARTS, Banff, Canada.
- 1997 "Personal Fantasies and Public Realities," CHIK TEK 97: Women Artists Defining Technology," held by the CADRE Institute of San Jose State University at the San Jose Museum of Art, San Jose, CA.
 "Virtual Environments and Healing" AVATARS 97, San Francisco, CA, USA.
- 1994 "Calculating Clock to Connection Machine: The Changing Image of Computers," Museum of American History, SMITHSONIAN INSTITUTION, Washington DC, USA.
- 1993 "Roboter, Animaten & künstliche Lebewesen," Genetic Art - Artificial Life, ARS ELECTRONICA 93, Linz, Austria.

ART & TECHNOLOGY: Selected commercial and academic positions

- 2011-2012 Berlin University of the Arts (UdK Berlin), Visiting Professor for Technologies of Non-Linear Dramaturgies in the Institute for Time-Based Media (IZM).
- 2011 Main curator and organizer for Manifest.AR Venice Biennial augmented reality intervention.
- 2010 Co-founded Manifest.AR, artists' group for augmented reality.
- 2009 Co-curated a Munich Video Art Compilation for the Upgrade! Munich.
- 2007 Workshop at the ECOLE SUPERIEURE d'ART, Aix en Provence, France
- 2005 Founded Upgrade! Munich meetings on art and technology, part of UPGRADE! INTERNATIONAL.
- Sept. 2003 KYOTO ART CENTER, Kyoto, Japan. Workshop "Constructing the Unknown World."
- October 2002 Visiting Lecturer (Gastdozent) in Media Design. BAUHAUS-UNIVERSITÄT, Weimar, Germany. Taught 2 week workshop (Blockseminar) on online multi-user 3D workshop for computer science and design students (in German), with online event between the Bauhaus-Uni and UCLA.
- Winter 2002 Visiting Lecturer in Visual Arts. UNIVERSITY of CALIFORNIA, San Diego (UCSD), CA. USA. Taught a studio class in virtual reality, a seminar class on artificial intelligence and genetic engineering, and a senior projects class in the Department of Visual Arts.
- 1994 - 1996 Creative Director and Producer, WORLDS, INC., San Francisco, CA, USA. Creative director and producer of Starbright World, a multi-user networked virtual reality playspace for seriously ill children, for Starbright Foundation chairman Steven Spielberg.
- Spring 1994 Visiting Associate Professor of Design, CARNEGIE MELLON UNIVERSITY, Pittsburgh, PA. Created and taught two classes: *Modern Fetishes, Relics and Totems* (design theory and studio project) and *Do Machines Have Souls?* (design theory).
- 1993 Media artist. MEDIENLABOR MÜNCHEN, Munich, Germany. Taught workshops in video art.
- 1991 Design consultant. THINKING MACHINES CORPORATION, Cambridge, MA, USA. Consulted on the design of Danny Hillis' Connection Machine CM-5, successor to the CM-2.
- 1983 - 1985 Design Engineer. THINKING MACHINES CORPORATION, Cambridge, MA, USA. Head of Packaging and Industrial Design for Danny Hillis' Connection Machines CM-1 and CM-2, parallel supercomputers for artificial intelligence research. Co-signer of CM-1 patent for "Method for Interconnecting Processors in Hyper-Dimensional Array."