

**SECTION I - Teaching Activity During Review Period**

**A. COURSES TAUGHT**

Include information in the appropriate column below. Asterisk (\*) all classes for which evaluations are supplied and underline all regular courses (not independent study supervision). For clinical teaching, use Form AP-10A and attach here.

| <u>QUARTER/YEAR</u> | <u>COURSE #</u>        | <u>TITLE</u>                          | <u>ENROLLMENT</u> |
|---------------------|------------------------|---------------------------------------|-------------------|
| Summer 2008         | I&C Sci 299            | Individual Study                      | 2                 |
| Summer 2008         | Studio Art 199         | Independent Study                     | 1                 |
| <u>Spring 2008</u>  | <u>ACE 278*</u>        | <u>Thesis Research and Prof Dev**</u> | <u>6</u>          |
| Spring 2008         | ACE 279                | Project Internship                    | 1                 |
| <u>Spring 2008</u>  | <u>Studio Art 100*</u> | <u>Maya Basic Animation***</u>        | <u>27</u>         |
| <u>Spring 2008</u>  | <u>Studio Art 135*</u> | <u>Gaming Studies</u>                 | <u>21</u>         |
| <u>Winter 2008</u>  | <u>ACE 270*</u>        | <u>Game Culture and Technology</u>    | <u>14</u>         |
| <u>Winter 2008</u>  | <u>ACE 277*</u>        | <u>Project Development</u>            | <u>9</u>          |
| Winter 2008         | ACE 279                | Project Internship                    | 2                 |
| Fall 2007           | ACE 279                | Independent Study                     | 2                 |
| Spring 2007         | ACE 279                | Independent Study                     | 4                 |
| Spring 2007         | Studio Art 197         | Internship                            | 1                 |
| Spring 2007         | Studio Art 199         | Independent Study                     | 1                 |
| <u>Winter 2007</u>  | <u>ACE 277</u>         | <u>Project Development</u>            | <u>9</u>          |
| Winter 2007         | ACE 279                | Independent Study                     | 4                 |
| Fall 2006           | ACE 279                | Project Internship                    | 1                 |
| Fall 2006           | Studio Art 199         | Independent Study                     | 1                 |
| <u>Fall 2006</u>    | <u>Studio Art 106*</u> | <u>Interactive Digital</u>            | <u>21</u>         |
| <u>Spring 2006</u>  | <u>ACE 270</u>         | <u>Collaboration Infrastructure</u>   | <u>8</u>          |
| Spring 2006         | Studio Art 262         | Thesis Independent Study              | 1                 |
| Winter 2006         | I&C Sci H198           | Honors Research                       | 1                 |
| Winter 2006         | I&C Sci 199            | Individual Study                      | 1                 |
| <u>Winter 2006</u>  | <u>ACE 272</u>         | <u>Studio Lab</u>                     | <u>5</u>          |
| Winter 2006         | Studio Art 262         | Thesis Independent Study              | 1                 |
| Fall 2005           | I&C Sci H198           | Honors Research                       | 1                 |
| <u>Fall 2005</u>    | <u>ACE 279</u>         | <u>Special Topics</u>                 | <u>6</u>          |
| Fall 2005           | Studio Art 199         | Independent Study                     | 1                 |
| Fall 2005           | Studio Art 240         | Graduate Projects                     | 3                 |
| Fall 2005           | Studio Art 262         | Thesis Independent Study              | 1                 |

\*\* Co-taught with Beatriz da Costa (ACE)

\*\*\* Faculty Supervisor, taught by Andy Fedak (Studio Art)

*Items previously submit*

|                    |                       |                            |           |
|--------------------|-----------------------|----------------------------|-----------|
| <u>Spring 2005</u> | <u>ACE 272</u>        | <u>ACE Studio Lab GAS</u>  | <u>5</u>  |
| <u>Spring 2005</u> | <u>ACE 279</u>        | <u>Special Topics</u>      | <u>3</u>  |
| <u>Spring 2005</u> | <u>Studio Art 65B</u> | <u>Digital Multimedia</u>  | <u>24</u> |
| <u>Spring 2005</u> | <u>Studio Art 65C</u> | <u>Intro to Internet</u>   | <u>28</u> |
| <u>Spring 2005</u> | <u>Studio Art 106</u> | <u>Interactive Digital</u> | <u>16</u> |
| Spring 2005        | Studio Art 199        | Independent Study          | 1         |
| Spring 2005        | Studio Art 240        | Graduate Projects          | 3         |
| Spring 2005        | Studio Art 399        | University Teaching        | 1         |

**ADDENDUM TO THE BIOGRAPHY**  
**for the review period**  
**OCTOBER 1, 2003 through September 30, 2008**

**Name: Robert F. Nideffer**

**SECTION I - Cont'd.**

|             |                |                          |    |
|-------------|----------------|--------------------------|----|
| Spring 2005 | Studio Art 234 | Digital Media            | 3  |
| Spring 2005 | I&C Sci H198   | Honors Research          | 1  |
| Spring 2005 | I&C Sci 199    | Individual Study         | 1  |
| Winter 2005 | ACE 279        | Special Topics           | 4  |
| Winter 2005 | Studio Art 65A | Digital Imaging          | 25 |
| Winter 2005 | Studio Art 65B | Digital Multimedia       | 28 |
| Winter 2005 | Studio Art 100 | Gaming Studies           | 25 |
| Winter 2005 | Studio Art 197 | Internship               | 1  |
| Winter 2005 | Studio Art 199 | Independent Study        | 1  |
| Winter 2005 | Studio Art 240 | Graduate Projects        | 5  |
| Winter 2005 | Studio Art 262 | Thesis Independent Study | 1  |
| Winter 2005 | I&C Sci H198   | Honors Research          | 1  |
| Winter 2005 | I&C Sci 199    | Individual Study         | 1  |
| Spring 2004 | Studio Art 100 | Gaming Studies           | 23 |
| Spring 2004 | Studio Art 175 | Digital Art Aesthetics   | 27 |
| Spring 2004 | Studio Art 197 | Internship               | 2  |
| Spring 2004 | Studio Art 199 | Independent Study        | 5  |
| Spring 2004 | Studio Art 240 | Graduate Projects        | 4  |
| Winter 2004 | Studio Art 230 | Graduate Critique        | 8  |
| Fall 2004   | ACE 279        | Special Topics           | 6  |
| Fall 2004   | Studio Art 65A | Digital Imaging          | 67 |
| Fall 2004   | Studio Art 199 | Independent Study        | 3  |
| Fall 2004   | Studio Art 230 | Graduate Critique        | 8  |
| Fall 2004   | Studio Art 240 | Graduate Projects        | 7  |
| Fall 2004   | Studio Art 262 | Thesis Independent Study | 1  |
| Fall 2004   | Studio Art 399 | University Teaching      | 1  |
| Fall 2004   | Studio Art 100 | Gaming Studies           | 23 |
| Fall 2004   | Studio Art 100 | Gaming Studies           | 23 |

SECTION I - Cont'd.

B. ADDITIONAL ITEMS THAT RELATE TO YOUR TEACHING

1. Doctoral students supervised (indicate dates, and whether as chair, co-chair, or committee member)

(a) those who received their Ph.D.

Ph.D. Thesis Committee, 2007  
Robert Pletka (Education) - Committee Member

(b) those who advanced to candidacy

Ph.D. Thesis Committee, 2006  
So Yamaoka (ICS) - Committee Member

(c) pre-dissertation committees

Ph.D. Thesis Committee, 2008  
Garnet Hertz (Visual Studies) - Committee Member  
Ph.D. Thesis Committee, 2004  
Jeff Ridenour (ICS) - Committee Member

(d) other research supervision

2. Master's thesis students supervised (indicate whether as chair, co-chair, or committee member)

MFA Thesis Committees, 2005-08

2008 (in progress)

Faith Dang - Chair  
Brett Doar - Chair  
Tom Jennings - Chair  
Josef Nguyen - Chair

2008 (completed)

Addiel de alba Solis (ACE) - Co-Chair (with Joerg Meyer, EECS)  
Bruno Nadeau (ACE) - Committee Member  
Marvin Park (ACE) - Chair  
Luv Sharma (ACE) - Chair

2007

Cina Hazegh (ACE) - Committee Member  
Eric Kabisch (ACE) - Committee Member  
Kevin Ponto (ACE) - Committee Member  
Angela Willcocks (ACE) - Chair

2006

Eric Cho (Studio Art) - Chair  
Delvin Hanson (ACE) - Chair

*Items previously submit*

MFA Thesis Committees, 2003-05

Sky Frostenson (ACE) - Committee Member  
Adrian Herbez (ACE) - Committee Member  
Ryan Schoelerman (ACE) - Committee Member  
Tim McGraw (Vermont College) - Committee Member

3. Postdoctoral Scholars supervised

4. Undergraduate Student Research Supervision - UROP, honors courses, 199's

Supervised 5 student(s) in SA 197/199 - Independent Research/Study

Bruno Nadeau (Summer 2008, 199)  
Daria Fluor-Scacchi (Spring 2007, 197)

**SECTION I - Cont'd.**

Daria Fluor-Scacchi (Spring 2007, 199)  
Craig Robert Brown (Fall 2006, 199)  
Justin Wolfson (Fall 2005, 199)  
Supervised 3 student(s) in ICS H198/199 - Honors Independent Research/Study  
Pedram Javidpour (Winter 2006, H198)  
Pedram Javidpour (Fall 2005, H198)  
Justin Wolfson (Fall 2005, 1999)

*Items previously submit*

Supervised 7 student(s) in SA 197/199 - Independent Research/Study, Spring 2004  
Raymond Almaden  
Suman Chatterjee (ICS) \* 2  
Eileen Lim (SA)  
Mitchell Nomura (SA)  
Derrick Or (SA)  
Dan Repasky (SA)  
Supervised 3 student(s) in SA 199 - Independent Study, Fall 2004  
Andrew Khoury (Music)  
Mita Malavia (SA)  
Dan Repasky (SA)  
Supervised 4 student(s) in SA 197/198/199 - Independent Research/Honors/Study, Winter 2005  
Brian Hein (ICS)  
Mita Malavia (SA)  
Kimsung Vong (ICS)  
Jeremiah Wai - Honors (ICS)  
Supervised 3 student(s) in SA 197/198/199 - Independent Research/Honors/Study, Spring 2005  
Brian Hein (ICS)  
Kimsung Vong (ICS)  
Jeremiah Wai - Honors (ICS)

**C. TEACHING AWARDS and SPECIAL PEDAGOGICAL ACTIVITIES**

List here other evidence of teaching activities and quality, especially teaching awards received in this review period. Also indicate supervision of students in special educational projects (e.g. funded programs).

**D. TEACHING MATERIALS**

List here the following types of items as they relate to university teaching: (1) textbooks or textbook chapters published; (2) on-line or multi-media instructional programs and resources; (3) unpublished laboratory preparations or manuals, course guides and packets, etc. Asterisk (\*) items included in the file.

**E. DIVERSITY**

List here teaching activities that promote the University's mission of increasing diversity (see APM 210).

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## SECTION II - Research and Creative Activity During Review Period

### A. PUBLICATIONS AND CREATIVE ACTIVITY NOT CONSIDERED IN A PRIOR REVIEW

List research publications and evidence of creative activities during this review period, using the categories below. When there is co-authorship, list authors in the published order. For co-authored or collaborative work, state your role and/or share of contribution (e.g., primary author, 50% co-author, secondary author; statistical expert). Include (and designate as such) re-printings, translations, re-stagings or other appearances of your work previously credited only if they involve significant and creative re-workings.

Please number/order all publications to coincide with your curriculum vitae.

#### PUBLICATION CATEGORIES

|  |   |
|--|---|
| Books  | Book chapters, other                            |
| Journal articles, peer-reviewed              | Edited books/Special journal issues             |
| Book chapters, peer-reviewed                 | Published creative work (fiction, poems, plays) |
| Conference proceedings papers, peer-reviewed | Other published writings                        |
| Journal articles, other                      |   |

#### CREATIVE WORK CATEGORIES

Performing Arts (indicate when juried/invited/commissioned; note first performances).  
Visual Arts (indicate when juried/invited/commissioned; note first public exhibitions).  
Patents (indicate whether awarded or submitted).

Do not list here manuscripts under review, incomplete work under contract, or other work in progress, such as working papers (for major works, use Section II C, Work in Progress). Do not list here work previously submitted as work-in-progress whose status has changed (use Section II B). For files following any "No Action" decision, include here only new work since the "No Action" decision.

| <u>Category</u> | <u>Publication or Creative Work</u> |
|-----------------|-------------------------------------|
|-----------------|-------------------------------------|

#### VISUAL ART (JURIED, REVIEWED, OR RELEASED)

|     |  |
|-----|--|
| #66 | "WTF?!" Released Spring 2008.  |
| #67 | "QQ." Released Winter 2007.  |
| #68 | "The Grinch Who Stole Office." Released Fall 2007.                           |
| #69 | "Domain Independent Collaboration Environment (DICE)." Released Spring 2006. |
| #70 | "DinoQuest Online." Released Winter 2006.                                    |
| #71 | "unexceptional.net." Released Spring 2006.                                   |

#### PUBLICATIONS

|    |  |
|----|--|
| #1 | "Collaborative Game Environments for Informal Science Education: DinoQuest and DinoQuest Online." With Walt Scacchi and Joe Adams. <i>New Frontiers for Entertainment Computing</i> . IFIP International Federation for Information Processing. Springer. Boston, MA. 2008." |
| #2 | "Virtual Bounds: A Teleoperated Mixed Reality." Kevin Ponto, Falko Kuester, Robert Nideffer, Simon Penny. Springer-Verlag. 12:1. (March 2008).   |
| #3 | "On unexceptional.net." <i>Second Person: Role-Playing and Story in Games and Playable Media</i> . Pat Harrigan and Noah Wardrip-Fruin (eds). MIT Press. 2006.   |

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SECTION II - Cont'd.

**B. WORK PREVIOUSLY SUBMITTED**

List work submitted in a previous review only if it remains or has become eligible for consideration in the present review, and if appropriate, state how its status has changed. Previously submitted creative works that have been re-staged, reprinted, translated, re-exhibited, etc., may be listed here. (As in the past, for promotions and for advancement to Professor, Step VI, or Professor Above Scale, list previously submitted work completed since the last change of rank. For files following any "No Action" decision, include all work done since the last successful advancement in step or rank and not included in Section II A.)

**Category            Publication or Creative Work**

**PUBLICATIONS**

- #4            "Game Engines as Embedded Systems." *Database Aesthetics*. University of Minnesota Press. Minneapolis, Minnesota. 2007.
- #5            "Game Engines as Open Networks." *Structures of Participation in Digital Culture*. Ed by Joe Karaganis. Social Science Research Council. New York, NY. 2007.

\* Both of the above articles were referenced as "forthcoming" in a prior review and have since been revised and published.

**EXHIBITIONS**

- #6            "*Tomb Raider*." 2005. Artium, Centro-Museo Vasco de Arte Contemporáneo, lava, September 30 to October 16; Centre d'Art la Panera, Lleid: November 3 to 29; and Filmoteca Canaria del Gobierno de Canarias. Tenerife y Las Palmas de Gran Canaria, November 28 to December 4."

\* The above exhibition was included in a prior review, however it continued to travel to other exhibition venues into the current review period as referenced.

**CURATORIAL**

- #200        ALT-CTRL (With Antoinette LaFarge and Celia Pearce). Beall Center for Art & Technology. Irvine, California. 2004.
- #201        "DATA-Difference." Biennale of Electronic Arts. Perth, Western Australia. 2004.

**EXHIBITION CATALOGUES/IMAGERY & REFEREED ARTICLES citing the artist**

- #202        "Kolliderande Världar." 2005. By Peter Hagdahl. Konst och Nya Media. Falth & Hassler. Stockholm, Sweden.
- #203        "Carcel de Amor." 2005. By Berta Sichel. Museo Nacional Centro de Arte. Reina Sofia. Madrid, Spain.
- #204        "Digital Currents: Art in the Electronic Age." 2004. By Margot Lovejoy. Routledge. New York, NY.
- #205        "Rules of Play: Game Design Fundamentals." 2004. By Katie Salen and Eric Zimmerman. MIT Press. Cambridge Massachusetts.

**SECTION II - Cont'd.**

**C. COMPLETED PARTS OF LARGER WORKS (OPTIONAL)**

This optional section is designed only for the rare cases of self-standing units of very large, multi-year projects that will not be published, performed, or otherwise made public until the whole work is complete, but that can and should be evaluated by the department or extramural reviewers. Such submissions would include movements of a symphony, completed chapters of a scholarly book, or short stories to appear in a single-author collection. Drafts of any kind, manuscripts in preparation, manuscripts submitted to journals but not accepted for publication, creative writing that is not complete, unpublished descriptions of clinical or other population-based surveys, and the like should not be listed.

Anything listed here in Section II C. must appear in Sections II B., Work Previously Submitted, in a subsequent merit or promotion action, even when the final, complete work is submitted as a new item in Section II A. The previously submitted units will have no weight of themselves in a later merit (within-rank) action. In addition, submission of a "completed unit" will diminish proportionately the significance of the "completed whole" in a later merit action. (Credit for previously considered work in promotions, and in advancements to Professor Step VI and Professor Above Scale follows the guidelines stated in Section II B.)

| <u>Category</u> | <u>Publication or Creative Work</u> |
|-----------------|-------------------------------------|
|-----------------|-------------------------------------|

**SECTION II - Cont'd.**

**D. CONTRACTS, GRANTS, FELLOWSHIPS**

List such awards using the columns below and indicate if this information was previously submitted.

- \* Indicate your role as PI, co-PI, or other (co-investigator, sub-contractor, consultant), as well as the % of role, if a Co-PI. If not a PI or co-PI, designate the PI names in a footnote.
- \*\* Indicate amount for date period and whether the amount is total funding or direct costs.

| Previously Submitted? |        | <u>FUNDING SOURCE</u>      | <u>NUMBER or TITLE</u> | <u>ROLE*</u>  | <u>AMOUNT**</u> | <u>Date Span of Award</u> |
|-----------------------|--------|----------------------------|------------------------|---------------|-----------------|---------------------------|
|                       | X #7   | DIP                        |                        | Co-PI         | \$1,350,000     | 2007-2009                 |
|                       | X #8   | Intel Research             |                        | Other*        | \$42,900        | 2007                      |
|                       | X #9   | HRI                        |                        | PI            | \$95,000        | 2007                      |
|                       | X #10  | CORCLR                     | MI-2006-07-14          | Co-PI         | \$4,609         | 2006                      |
|                       | X #11  | UC Discovery Grant         | DIG05-307              | Co-PI         | \$12,500        | 2006                      |
|                       | X #206 | CORCLR                     | MI-2005-2006-25        | Co-PI         | \$15,250        | 2005-2006                 |
|                       | X #207 | Discovery Science Center   | DSC-37407              | PI            | \$300,000       | 2005-2006                 |
|                       | X #208 | ICS Collaborative Research | Initiation Award       | Co-PI         | \$13,822        | 2005-2006                 |
|                       | X #209 | BFI                        | 2005-37792             | PI            | \$14,031        | 2005-2006                 |
|                       | X #210 | Sun Microsystems           |                        | Co-PI         | \$80,000.00     | 2003-2005                 |
|                       | X #211 | Cal-(IT)2 Grad Fellowship  |                        | PI            | \$5,000.00      | 2004-2005                 |
|                       | X #212 | Butterfly Software         |                        | PI            | \$100,000.00    | 2003-2005                 |
|                       | X #213 | NEA                        |                        | Participant** | \$20,000.00     | 2003-2004                 |
|                       | X #214 | UCOP UCDArNet              |                        | Co-PI         | \$350,000.00    | 2000-2005                 |

\* Walt Scacchi, Associate Director in the Game Culture and Technology Lab which I direct, served as project leader. I was a participant and helped creatively direct and manage the lead programmer/artist.

\*\* SotA Dean Nohema Fernandez submit our grant proposal in her name from the SotA Dean's Office in support of the Alt-Ctrl exhibition in Fall 2004.

**E. DIVERSITY**

List here creative activities that promote the University's mission of increasing diversity (see APM 210).

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### SECTION III - Professional Recognition and Activity during review period

Where pertinent, include information on the nature of the activity, your role, and dates of service:

#### A. HONORS, AWARDS, ELECTION

##### Honors and awards

#12 *Who's Who in America*. 2008.

##### Election to offices in professional societies and scholarly organizations

#13 Affiliated Faculty. Center for Ethnography. 2006-Present.

#14 UC Institute for Research in the Arts. Policy Board Member. 2006-Present.

#15 Institute for Software Research. Executive Committee Member. 2005-Present.

##### Items previously submit

#215 Transliteracies Multicampus Research Group. Funded by UCOP. Core Participant. 2005-2010.

#216 California Institute for Telecommunications and Information Technology (Cal-IT2). Participant. 2003-Present.

#217 Center for Research on Information Technology and Organizations (CRITO). Member. 2003-2007.

#218 Rockefeller Foundation Program for Media Artists. Nominee. 2004.

#### B. PROFESSIONAL ACITIVITY

##### Invited presentations at educational, governmental institutions (or similar organizations)

#16 Gamelab Project Demonstrations. TechnoTravels/TeleMobility: HASTAC in Motion. HASTAC II: Second Annual HASTAC Conference. Humanities Research Institute. University of California, Irvine. Irvine, California. May 22-24, 2008.

#17 Gamelab Project Demonstrations. "Cultures of Virtual Worlds." Sponsored by Intel Corporation. Center for Ethnography. University of California, Irvine. Irvine, California. April 25-26, 2008.

#18 "Games, Globalization and Culture Industry." World Game Culture Conference. E-Fun Festival 2007. COEX Convention Center. Daegu, Korea. October 26-28, 2007.

#19 "Supporting Divergence in Times of Convergence." DICON 2007. International Digital Content Conference. COEX Convention Center. Seoul, Korea. September 10-11, 2007.

#20 *Keynote Address*. "Being Undisciplined." CT Young Investigators Forum. Korean Advanced Insitute of Science and Technology. Daejeon, Korea. September 8-9, 2007.

#21 "Research and Educational Innovations in Computer Games." UC Office of the President, Science and Innovation Board. May 10, 2007.

#22 Artist Talk. "Open." Open Source Sound, Image, and Electronics. University of California, Los Angeles. Los Angeles, California. February 9-10 2007.

#23 "Collaboration Infrastructure for the Humanities and Arts." (With Yuzo Kanomata). ISR Research Forum 2006. Institute for Software Research. University of California, Irvine. Irvine, California. June 2, 2006.

#24 "Virtual Collaborative Research Environment." HASS Technology Council. Humanities Research Institute. University of California, Irvine. Irvine, California. May 30, 2006.

#25 Artist Talk. "unexceptional.net." Digital Arts and New Media (DANM) Lecture Series. University of California, Santa Cruz. Santa Cruz, California. May 15, 2006.

#26 "Making Stuff Talk." Out of the Box: Heterogeneous Networks. MASSIVE: The Future of Networked Multiplayer Games. University of California, Irvine. Irvine, California. April 20, 2006.

#27 "Gaming in Heterogeneous Networks." Information Exchange. UC Digital Arts Research Network System-wide Gathering. University of California, Los Angeles. Los Angeles, California. March 3-4 2006.

#28 "Gaming: Remix / Culture." New Media, Technology, & the Humanities. University of California, Irvine. Irvine, California. February 17-18 2006.

##### Items previously submit

#219 Artist Talk. "unexceptional.net." Fundacion Telefonica. Buenos Aires, Argentina. July 28, 2005.

#220 Artist Talk. "unexceptional.net." "Transliteracies. Research in the Technological, Social, and Cultural

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SECTION III - Cont'd.

- Practices of Online Reading." University of California, Santa Barbara. Santa Barbara, California. June 17-18, 2005.
- #221 Research Talk. "Game Culture & Technology Lab Partnership Possibilities." DENPO: International Game Show. Digital Industry Promotion Center. Daegu, Korea. August 24-27, 2004.
- #222 Artist Talk. "Participate/Collaborate: Reciprocity, Design and Social Networks." Banff Centre for the Arts. New Media Institute. Banff, Canada. September 30-October 3, 2004.
- #223 Artist Talk. "Simulation and Other Re-enactments: Modeling the Unseen." Banff Centre for the Arts. New Media Institute. Banff, Canada. April 29-May 2, 2004.
- #224 "ArtModJam." Evolve, GDC 04. Game Developer's Conference, 2004. San Jose Convention Center. San Jose, California. March 22-26, 2004.
- #225 "The Game Research Grid: A Massively Multi-User Online Grid-Based Game System." (With Celia Pearce). Level Up. DIGRA. Digital Games Research Association, 2003. Utrecht University. Utrecht, Holland. November 4-6, 2003.
- #226 Artist Talk. "The Game Culture and Technology Lab." GRAVEL Lecture Series. Game Research and Virtual Environment Lab. University of Minnesota. Minneapolis, Minnesota. November 3, 2003.
- #227 *Keynote*. "From Skateboards to Satellites." Carleton Digital Arts Festival 2003." Carleton College. Carleton, Minnesota. November 2, 2003.

**Invited presentations at professional meetings**

- #29 "DinoQuest Online." California Special Interest Group of the Museum Computer Network. Irvine, California. June 7th, 2007.
- #30 "Modding the Museum: Accessing Museum Collections through Games." *Access to Assets: Return On Investment*. Museum Computer Network. Pasadena, California. November 8-11, 2006.
- #31 "unexceptional.net." Zero One San Jose/ISEA 2006 Symposium. Seven Days of Art and Interconnectivity. San Jose, California. August 7-13, 2006.
- #32 "Collaboration Portals." *Cyberinfrastructure Institute for Humanities, Arts and Social Sciences Summer Institute*. University of California, San Diego. San Diego, California. July 24-28 2006.
- #33 "unexceptional.net." UC Institute for Research in the Arts. State of the Arts Conference. University of California, Santa Barbara. Santa Barbara, California. May 19-20 2006.
- #34 "Virtual Collaborative Research Environment - Extending the Residency Model." Expanding Cyber-Communities. New Models for the Natural, Social, and Human Sciences. HASTAC Consortium. Humanities Research Institute. University of California, Irvine. Irvine, California. April 20-22, 2006.

*Items previously submit*

- #228 Artist Talk. "unexceptional.net." (with Sky Frstenson). Points of View: Alternative Games Exhibition (PoV). Changing Views: Worlds in Play. Vancouver, British Columbia. Canada. June 16, 2005.
- #229 "Copyright or Copywrong: The Case of Battle.net and Hacking for Interoperability." Public Cultures and Copyright. Copyright and the Networked Computer: A Stakeholder's Conference. University of California Washington Center. Washington DC. November 6-8, 2003.

**Other presentations at professional meetings**

- #35 "A Collaborative Science Learning Game Environment for Informal Science Education: DinoQuest Online." With Walt Scacchi. *Entertainment Computing Symposium*. IFIP World Computer Congress. Milan, Italy. September 7-10, 2008.
- #36 "Collaborative Game Environments for Informal Science Education: *DinoQuest* and *DinoQuest Online*." The 2008 International Symposium on Collaborative Technologies and Systems (CTS 2008). Irvine, California. May 19-23, 2008.

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SECTION III - Cont'd.

*Items previously submit*

- #230 *Co-President.* (With Celia Pearce). "ArtModJam." Evolve, GDC 04. Game Developer's Conference, 2004. San Jose Convention Center. San Jose, California. March 22-26, 2004.

**Workshops and residencies**

- #37 *Participant.* "The Workaround As Social Relation." Humanities Research Institute. University of California, Irvine. Irvine, California. April 28, 2008.
- #38 *Convener.* "Collaboration Infrastructures for Game Culture and Technology." Humanities Research Institute. University of California, Irvine. Irvine, California. April-June 2006.
- #39 *Co-Convener,* with Walt Scacchi and Celia Pearce. MASSIVE: The Future of Networked Multiplayer Games. University of California, Irvine. Irvine, California. April 20, 2006.

*Items previously submit*

- #231 "Participate/Collaborate: Reciprocity, Design and Social Networks." Invited Senior Artist. Banff Centre for the Arts. New Media Institute. Banff, Canada. September 30-October 3, 2004.
- #232 "Simulation and Other Re-enactments: Modeling the Unseen." Invited Senior Artist. Banff Centre for the Arts. New Media Institute. Banff, Canada. April 29-May 2, 2004.
- #233 "Game Grid Innovation Workshop." Co-Organizer. (With Celia Pearce and Walt Scacchi). Introducing the Game Grid: A Massively Multi-User Online Grid-Based Game System. Beall Center for Art & Technology." December 16, 2003.

**Professional on-line resources produced/edited/maintained**

*Items previously submit*

Game Culture and Technology Lab Website (<http://ucgamelab.net>) 2002-Present.  
UC Digital Arts Research Network Website (With Sky Frostenson, <http://ucdarnet.org>) 2003-2005.  
ALT+CTRL Exhibition Website (With Chris Coggan, <http://proxy.arts.uci.edu/gamelab/events/alt-ctrl/>) 2004.  
Personal Website (<http://nideffer.net>).

**Professional articles, TV, and radio in this period about you, or published reviews of your work (not including publicity material).**

- #40 "Point + Click :: Interview With WTF?!'s Developers." *Giant Realm*. By Paul Toms. June 24, 2008.  
<http://www.giantrealm.com/gaming/point--click--interview-with-wtfs-developers>
- #41 "Kill Time With WTF!?" *Giant Realm*. By Gus Mastrapa. June 18, 2008.  
<http://www.giantrealm.com/gaming/kill-time-with-wtf>
- #42 "WTF Flash Game." *Games For Work*. Average Score: 4/5. June 15, 2008  
[http://www.gamesforwork.com/games/play-9293-WTF-Flash\\_Game](http://www.gamesforwork.com/games/play-9293-WTF-Flash_Game).
- #43 "WTF?!: sidescroller WoW parody." *WoW Insider*. By Michael Gray. June 3, 2008.  
<http://www.wowinsider.com/2008/06/03/wtf-sidescroller-wow-parody/>
- #44 "WTF?! parodies World of Warcraft." *CNet News*. By Daniel Terdiman. June 1, 2008.  
[http://news.cnet.com/8301-13772\\_3-9956899-52.html](http://news.cnet.com/8301-13772_3-9956899-52.html)
- #45 "WTF?! , a Flash-based World of Warcraft parody." *Boing Boing*. By Cory Doctorow. June 1, 2008.  
<http://www.boingboing.net/>
- #46 "Holiday Timewaster: WTF?!" *Kotaku: Gossip, News and Leaks for Obsessive Gamers*. By Maggie Greene. (13,211 views). May 24, 2008  
<http://kotaku.com/5010859/holiday-timewaster-wtf>
- #47 "Nideffer and Szeto's WTF?!" *Grand Text Auto*. By Noah-Wardrip Fruin. May 17, 2008.  
<http://grandtextauto.org/2008/05/17/nideffer-and-szetos-wtf/>

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SECTION III - Cont'd.

- #48 "WTF?!" *New Grounds*. Average Score: 8.5/10. May 11, 2008  
<http://www.newgrounds.com/portal/view/43893>
- #49 "UCI Game Lab Enters Into Korean Partnership Worth \$1.35M." *CalIT2*. By Shellie Nazareus. April 5, 2007.
- #50 "Multimedia Online Works (Net Art)." *From Technological to Virtual Art*. By Frank Popper. MIT Press. Boston, MA. 2007.
- #51 "Games People Play: A New Medium Emerges." *Interface*. By Anna Lynn Spitzer. *CalIT2*. Vol 2, Issue 3. 2007.
- #52 "10 Radically Innovative College Programs: The next 20 years of American innovation will be shaped by these 10 cutting-edge science and engineering programs." *Popular Mechanics*. By Alex Hutchinson. September 2006. Republished as "Inventing the Future." *Microsoft Network: Lifestyle*. 2006.
- #53 "Shattering Stereotypes." *UCI Magazine*. By Kathryn Bold. Fall/Winter 2006.
- #54 "Joe Adams Has Big Dreams for Community Science Center." *UCI Magazine*. Fall/Winter 2006.
- #55 "Meet Digital Artist Robert Nideffer." *ISR Connector*. Fall/Winter 2005.
- #56 "Artists in Industry and the Academy: Collaborative Research, Interdisciplinary Scholarship and the Creation and Interpretation of Hybrid Forms." *Leonardo*. By Edward A. Shanken. Vol. 38, No. 5, pp. 415-518, 2005.

*Items previously submit*

- #234 "ALT+CTRL at UCI Showcases Gaming Innovations." *Cal-(IT)2 Website*. October 25, 2004.  
[http://www.calit2.net/culture/features/2004/3-24\\_gameConference.html](http://www.calit2.net/culture/features/2004/3-24_gameConference.html)
- #235 "Digital Designs: New UCI Art Exhibit Showcases Experimental Games You Can Play." Tamara Chuang. *The Orange County Register*. October 20, 2004.
- #236 "UCI's Game Culture and Technology Lab Demos New Works Using Commercial Game Engines at 18th Annual Game Developers Conference." *Cal-(IT)2 Website*. March 24, 2004.  
[http://calit2.net/culture/features/2004/10-25-04\\_altctrl.html](http://calit2.net/culture/features/2004/10-25-04_altctrl.html)

**Television and Radio**

- "Alt-Ctrl." *Taai TV*: Week of November 13, 2004.
- "Alt-Ctrl." *Voom HDTV*: Week of November 8, 2004.
- "Alt-Ctrl." *National Public Radio*, November 4, 2004.
- "Alt-Ctrl." *HDNews*: Week of October 11, 2004.

**C. OTHER PROFESSIONAL SERVICE**

**Service to professional societies (committees, session chair, conference organizer, etc.)**

**Journal Editor/Membership on journal editorial boards**

**Standing member of review boards for funding agencies**

UC Discovery Grant. University of California, Office of the President. Fall 2003-Fall 2008.

**Ad hoc service as reviewer of manuscripts and referee of proposals**

- #57 ACM Multimedia 2008 Interactive Arts Program (2008, Technical Program Committee)
- #58 Perth Biennial (2006, media arts conference and exhibition)
- #59 Ubicomp (2006, conference on ubiquitous computing)

*Items previously submit*

- #237 *Game Studies* (Online peer-reviewed academic journal)

**SECTION III - Cont'd.**

*Children, Youth, and Environments* (peer-reviewed academic journal)  
MIT Press (*Rules of Play* book reviewer)

**Consulting activities (industry, government; indicate whether paid or *pro bono*)**

**D. DIVERSITY**

List here professional activities that promote the University's mission of increasing diversity (see APM 210).

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**SECTION IV - University & Public Service during review period**

Provide information on the nature of the activity, your role, and dates of service

**UNIVERSITY/SYSTEMWIDE** - Academic Senate, Administrative Service; Senate Assembly; MRU, UCOP

**CAMPUS** - Academic Senate and Administrative Service:

- #60 Member. Graduate Council. University of California, Irvine. Fall 2006-Spring 2008.
- #61 Co-creator with Dan Frost and Bill Tomlinson from ICS of the First Year Integrated Program in "Computer Games as Art, Culture, and Technology," a three-quarter undergraduate sequence open to all incoming freshman.
- #62 Director. Arts Computation Engineering (ACE) Program. 2007-Present.
- #63 Founding Director. Game Culture & Technology Concentration. Claire Trevor School of the Arts, Donald Bren School of Information and Computer Science. University of California, Irvine. Fall 2006-Present.
- #64 Founding Director. Game Culture & Technology Specialization. Claire Trevor School of the Arts. University of California, Irvine. Fall 2005-Fall 2006.

**HOSTED FACULTY AND RESEARCHERS**

*Noah Wardrip-Fruin* (Summer '06-Summer '07): Dr. Wardrip-Fruin was in residence prior to his taking an academic position in the Department of Communication, UC San Diego ('07-'08).

*Kane Kim* (Fall '07, 4 month stay): Dr. Kim is faculty in the graduate program in Cultural Arts at KAIST (the Korean Advanced Institute for Science and Technology), in Daejeon Korea, Professor of Computer Game Engineering at Hoseo University, President of the Korean Game Society.

*YongNam Jeoung* (Fall '08-Summer '09): Mr. Jeoung is a programmer analyst staying at UCI for 1.5 years from Daegu, Korea.

*Kook Joong An* (Fall '08-Summer '09): Mr. An is Director of Culture and Arts for Daegu City.

*Items previously submit*

- #238 Co-Director. Arts Computation Engineering (ACE) Program. 2005-2007.  
Affiliated Faculty. Arts Humanities, Humanities Arts Program. 2003-2005.
- #239 Founding Director. Game Culture & Technology Lab (2000). University of California, Irvine. (Established as an Informal Center under the auspices of Cal(IT)2). Fall 2002-Present.  
Affiliated Faculty. Visual Studies Program. 2001-2008.

**SCHOOL**

- #240 Acting-Director. Academic Computing. Fall 2005.

**DEPARTMENT** (other than listings in Section I)

**COMMUNITY** (including activities related to the improvement of elementary and secondary educations)

- #65 Invited Guest Speaker. Blizzard Entertainment Alumni Meeting. Blizzard Entertainment. Irvine, California. Oct. 16, 2008.

**DIVERSITY** (include service that promotes the University's mission of increasing diversity (see APM 210))

I certify that the information on this Addendum to Biography form is correct:

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Signature

Date