Curriculum Vitae

Jason E. Lewis
Department of Design and Computation Arts
Faculty of Fine Arts
Concordia University
1455 de Maisonneuve Blvd. West EV 6.741
Montreal QC H3G 1M8 Canada
jason.lewis@concordia.ca

Solo Exhibitions
Cityspeak @ Victory Park. Victory Park, Dallas, TX. (June 2007)
Everything You'd Thought We'd Forgotten. Oboro Gallery, Montreal QC. (Winter 2007)

Group Exhibitions & Festivals
Nuit Blanche, Université du Québec à Montréal, Montreal, Québec. (February 2009)
5 in 12, Canadian Centre for Architecture, Montreal, Québec. (February 2009)
Technofolies, Montreal Science Center, Montreal, Québec. (February 2009)
Interrupt 08, Brown University, Providence RI. (October 2008)
Carte blanche Elektra, Maison des métallos, Paris. (September 2008)
Les étés de la danse de Paris, Grands Ballets Canadiens de Montréal, Paris. (July 2008)
SEND: Conversations in Evolving Media, Institute for Contemporary Art, Portland, Maine. (June – August 2008)
Roma Europa Festival, Brancaleone, Rome, Italy. (November 2007)
Québec Is Fashionably Late, Modemmuseum Provincie, Antwerp, Belgium. (November 2007)
Terminal Zero One, International Terminal, Pearson International Airport, Toronto, ON. (July 2007- May 2008)
Elektra 08, Usine C, Montreal, QC. (May 2007)
Public Lettering Exhibtion,VAV Gallery, Montreal, QC. (May 2007)
MobileFest, VAV Gallery, Sao Paulo, Brazil. (November 2006)
New Forms Festival, Museum of Anthropology, University of British Columbia, Vancouver, BC. (October 2005)
Native Views, Artrain USA, Temp, AZ. (Fall 2004 – Summer 2007)
Literary Games, *poems that go*, Issue No. 14. poemsthatgo.com. (Fall 2003)
Eat, *HorizonZero,* Issue 5. horizonzero.ca. (December 2002)
CyberPowWow 2k. cyberpowwow.net. (May 2001)
ISEA 2000, Paris. (December 2000)
Print on Screen, Ars Electronica Center, Linz, Austria. (September 2000 – August 2002)
Net Narratives, SF CameraWorks, San Francisco, CA. (Fall 2002)
CyberArts 2000, O.K. Centrum for Contemporary Art, Linz, Austria. (September 2000)
Digital Dirt, CTHEORY. ctheory.com. (May 1998)
Mill Valley Film Festival, Mill Valley, CA. (October 1998)
SelfStorage, Art Angel, Wimbely, London, England. (March 1995)

Poetry Publication
Four Minutes to Midnight, vol. 1 no. 9. Eds. Billy Mavreas, et al. Montreal: Loki Productions, 2007.

Visiting Artist
Maine College of Art MFA in Studio Arts, Portland, ME. (June 2008)

Residencies
Visiting Artist, MFA program, Maine College of Art, Portland, ME. (June 2008)
25 Pieces of Paper, residency at blasthaus gallery, San Francisco, CA (Winter 2004)
CyberPowow, residency at Banff Centre for the Arts. (May 2000)
CodeZebra, Residencies at Arts Alliance Laboratory no. 3, San Francisco, CA. (October 2000)
Nation, Residencies at Arts Alliance Laboratory, no. 2, San Francisco, CA. (April 2000)
Hubbub, Residencies at Arts Alliance Laboratory, no. 1, San Francisco, CA. (February 2000)

Press coverage / Interviews / Reviews
Simonowski, Roberto. *Digitalen Medien in der Erlebnisgesellschaft.* Reinbek bei Hamburg : Rowohlt Taschenbuch Verlag. 2008.
Hillner, Mathias. *Virtual Typography*. London : Ava Academia. 2009.
Hillner, Mathias. "Virtual Typography – A New Approach to Motion Graphics?". ICOGRADA website, accessed 24 April 2009. http://www.icograda.org/feature/current/articles1471.htm
 "Elektra: Carte blanche a la Maison des Métalos", *Muisques et Cultures Digitales 49*, Paris, France, November 2008.
 "Elektra, invite fusionnel de la Maison des Métalos", *Liberation.fr*, Paris, France. Thursday, 25 September 2008.
"Meta-Networkers", *Portland Phoenix*, Portland, ME, USA. Wednesday, 25 June 2008.
"Talk Exchange", Go Weekly Entertainment Section, *Portland Press Herald*, Portland, ME, USA. Thursday, 19 June, 2008. (section cover)
"Vitalsigns", Christopher DeWolf, *Montreal Gazette*, Montreal, Quebec. Thursday, 19 April 2007.
"5 á 6". Katherine Gomby (Producer). Live radio interview on CBC National Radio, Montreal, Quebec. 27 January 2007.
 "NoiseMakers 2007: Digital graffitist", *Montreal Mirror,* 4 January 2007.
"Adopted Out". Youngdeer, Merrit (Producer). Live radio interview on *Native America Calling*. Albuquerque, NM. Airdate: 28 November 2006.
"Native Poets". Gatewood, Terra (Producer). Live radio interview on *Native America Calling*. Albuquerque, NM. Airdate: 17 April 2006.
"Writing Material: Text-messaging as public art". *Concordia Journal*, p. 3, vol. 1, no. 11, 6 April 2006.
"Mobile Digital Commons Net explores politics and poetics", *Concordia Thursday Report,* vol. 21, no. 6, 19 May 2005.
"Online community for handheld technology". *Concordia's Thursday Report,* vol. 29, no. 3, 7 October 2004.
"Text Tunes", artbyte, November-December 2000.

Education

Royal College of Art (London, England)	1994 - 1997
M.Phil. Design	
Freie Universität (Berlin, West Germany)	1987 – 1988
Studied Philosophy & Critical Theory	
Stanford University (Palo Alto, CA, USA)	
B.S. Symbolic Systems	1986 - 1991
B.A. German Studies	1985 - 1990

Languages
English: speak | write | read
German: speak | write | read
French: read

PUBLICATIONS

Lewis, Jason and Maroussia Lévesque. "(Im)mobile Nation". *Mobile Nation: Creating Methodologies for Mobile Platforms.* Eds. Martha Ladly and Philip Beesley. Toronto: Riverside Architectural Press, 2008. 141 – 147.

Lewis, Jason. "Writing-Designing-Programming". *Media-Space Journal: Special Issue on Futures of New Media Art*, vol. 1 no. 1. Ed. Ingrid Richardson. Perth, Australia: Media-Space Perth, 2008.

Lewis, Jason. "The Next Text Project". *Proceedings of the Digital Arts and Culture Conference 2007*, September 15 – 18, 2007, Perth, Australia. Ed. Andrew Hutchinson. Perth : Curtin University of Technology, 2007. 204 – 213.

Lewis, Jason and Yannick Assogba. "Taking Sides: Dynamic Text and Hip-Hop Performance." *Proceedings of the 14th ACM International Conference on Multimedia*, October 23-27, 2006. ACM Press, 2006.

Lewis, Jason and Bruno Nadeau. "Inter-inactivity". *Proceedings of the Digital Arts and Culture Conference 2005*, December 1 – 6, 2005. Copenhagen: IT University of Copenhagen, 2005.

Lewis, Jason and Frank Tsonis. "SenseText: Gesture-based Text Visualization". *Proceedings of the 6th International Workshop on Gesture in Human-Computer Interaction and Simulation*, Berder Island, France, May 18-20, 2005. Eds. Sylvie Gibet, et al. Frankfurt: Spring Verlag, 2005.

Lewis, Jason and David Bouchard. "Alien Letter Forms: An Ecosystem for Evolutionary Letterforms". *Proceedings of COSIGN Conference on Computational Semiotics,* Split, September 4 – 16, 2004. Ed. Andy Clarke. Split, Croatia: University of Split, 2004. 82 – 86.

Conference/Symposia Presentation (Refereed)

Dillon, Beth A., and Jason Lewis, "Skins: Virtual Modding as Self-Determination", Native American and Indigenous Studies Association 1st Annual Conference, University of Minnesota, Minneapolis, MN. (May 2009)

Lewis, Jason and Maroussia Lévesque. "Lost in Transportation", International Society of Electronic Arts Symposium, Singapore. (July 2008)

Lewis, Jason, Skawennati Fragnito and Celia Pearce. "Skins, Mods and Palaces: Aboriginal Territories in Cyberspace". 4th International Conference on Arts and Humanities, Waikiki, HI. (January, 2006)

Lewis, Jason and Maroussia Lévesque. "Cityspeaking". 4th International Conference on Arts and Humanities, Waikiki, HI. (January, 2006)

Lewis, Jason. "All Things Text", International Society of Electronic Art Symposium, Paris, France, (December 2000)

Lewis, Jason and Alex Weyers. "ActiveText: A Method for Creating Dynamic and Interctive Texts", User Interface Software and Technology Conference (UIST), Asheville, North Carolina. (November 1999)

Lewis, Jason. "WordNozzle: Painting with Words", Special Interest Group Graphics (SIGGRAPH) Annual Conference, Los Angeles. (August 1997)

Brereton, M.F., J.Greeno, L.J.Leifer, J. Lewis and C.Linde. "An Exploration of Engineering Learning". Proceedings of the Fifth International Conference on Design Theory and Methodology, American Society of Mechanical Engineering Technical Conferences, Albuquerque, NM. (September 1993)

Brereton, M.F., J.Greeno, L.J.Leifer, J. Lewis and C.Linde.. "Innovative Assessment of Innovative Curricula: Video Interaction Analysis of Synthesis Exercises," with Brereton, M.F., J.Greeno, L.J.Leifer, & C.Linde, American Society of Engineering Educators Annual Conference Proceedings (August 1993)

Lewis, Jason. "Interaction, Intervention, & Collaboration: the Video CaseBook Project", Workshop on the Technology and Pedagogy for Collaborative Problem-Solving as a Context for Learning (pre-CSCW '92 conference workshop), Ontario Institute for Studies in Education, Toronto, ON, Canada. (November 1992)

Lewis, Jason. "Media-Literate and Media-Hip: Hypermedia and the New Media Literacy", Computer-Using Educators Annual Conference, Santa Clara Convention Center, Santa Clara, CA. (October 1992)

Non-peer Reviewed Publications

Lévesque, Maroussia, and Jason Lewis. "Trespassing | Transgression". *No More Potlucks.* No. 1, vol. 2, Montreal, QC. (Winter 2009)

Lévesque, Maroussia, and Jason Lewis. "What Do We Lose When We Make People Disappear? The Passage Oublié Project". *Wi: Journal of Mobile Media.* No. 1, vol. 1, Montreal, QC. (Spring 2008)

Lévesque, Maroussia, Jason Lewis and Lucie Bélanger. "p2P: Cityspeak's Reconfiguration of Public Media Space". *Wi: Journal of the Mobile Digital Commons Network.* No. 1, vol. 1, Montreal, QC. (Fall 2006)

Lewis, Jason and Skawennati Tricia Fragnito. "Aboriginal Territories in Cyberspace", *Cultural Survival Quarterly,* pp. 29 – 31, vol. 29.2, Cambridge, Mass. (July 2005)

Lewis, Jason. "Terra Nullius, Terra Incognito : Aboriginal Reservations About Cyberspace", *BlackFlash*, vol. 22. no. 1, Saskatoon, SK. (Spring 2004)

Invited Lectures / Artist Talks / Panels

Lewis, Jason. "Open Culture: Worth the Trouble?". Colloque Histoires et Archives, arts et littératures hypermédiatiques, Montreal, QC. (May 2009)

Lewis, Jason, Beth A. Dillon, Skawennati Fragnito, and Bea Parsons. "Skins: Virtual Modding as Self-Determination", Native American and Indigenous Studies Association 1ˢᵗ Annual Conference, University of Minnesota, Minneapolis, MN. (May 2009)

Lewis, Jason. "Grasping at Straws: Experiments in Digital Text. Nouvelles Technologies Nouvelles Textualités, UQAM, Montreal. (September 2008)

Maroussia Lévesque, and Lewis, Jason. "Lost in Transportation". ISEA 2008, Singapore. (August 2008).

"Technology vs. Democracy". Panel at Electric Fields Symposium, Ottawa, ON. (November 2008)

Lewis, Jason. "A wheel a pick a shovel", Space Gallery, Portland, ME. (June 2008)

Lewis, Jason. "Like Pulling Teeth: User-Generated Text and Its Discontents". Urban Screens Manchester, Manchester, UK. (October 2007).

Lewis, Jason. "New Media, New Language?", Panel: "Out of the Box", mod. Alice van der Kiel. Blue Metropolis Literary Festival, Montreal, QC. (May 2007)

Maroussia Lévesque, and Lewis, Jason. "The Threat of Text". Public Lettering Conference, Montreal, Canada. (May 2007).

Lewis, Jason, Maroussia Levesque, Lucie Bélanger and Elie Zananiri. "Immobile Nation". Mobile Nation Conference, Toronto, Canada. (March 2007).

Lewis, Jason, Maroussia Lévesque and Lucie Bélanger. "Cityspeak, Citywide". Mobilefest Conference on Mobile Technology, Sao Paulo, Brazil. (November 2006).

Crow, Barbara, Kim Sawchuk, Jason Lewis and Michael Longford. "Chasing Our Own Tails?: Mobile Methodologies, Technological Tautologies and Project EMU". Royal Geographic Society Annual Conference, London. (August 2006)

Barbara Crow, Kim Sawchuk, Michael Longford, Jason Lewis and Antoine Biswas. "Designing Communications: Artists, Engineers and Evaluators". Canadian Communications Association Annual Meeting, Toronto, Ontario. (June 2006)

Barbara Crow, Jason Lewis, and Michael Longford. "Where are you? : Shifting Notions of Time, Space and Place". Zankel Memorial Lecture, Skidmore College, Saratoga Springs, New York. (April 2006)

Lewis, Jason. "Writing Material", Defiant Imagination Series Closing Lecture, Musée des beaux-arts de Montréal, Montreal, Quebec. (March 2006)

Lewis, Jason. "NextText", Hexagram Mondays, The Society of Art and Technology, Montreal, Quebec. (October 2005)

Lewis, Jason, Maroussia Lévesque and Zehuan Liu. "Private-to-Public Speech : The Citypseak Project", Urban Screens 05 Symposium, Amsterdam. (September 2005)

Lewis, Jason. "Between Reading and Looking", at Bodies in Play, Banff New Media Institute, Banff Centre for the Arts, Banff, Alberta. (May 2005)

Lewis, Jason. "Cityspeak p2P : private to Public", at the Mobile Digital Commons Network Symposium, Montreal, QC, Canada. (April 2005)

Lewis, Jason. "The Digital and the Material", Textologies: An Interdisciplinary Workshop on Multmedia Technologies, Ethics and Culture, McMasters University, Hamilton, ON. (October 2004)

Lewis, Jason. "A More Developed Life: Comments on the Materiality of Digital Media", 2nd Annual Conference on Typography and Visual Communication, Thessaloniki, Greece. (June 2004)

Lewis, Jason. "The Next Text", Typo 04, Berlin, Germany (May 2004)

Lewis, Jason. "Screaming in Bold", TypeCon 03, Minneapolis, MN (July 2003)

Lewis, Jason. "New Mediators : The Social Life of Digital Art" (Panel), Pacific Film Archive/Berkeley Art Museum/GenArt SF, Berkeley, CA. (September 2001)

Lewis, Jason. "Innovative Models: Art and Technology Centers, Community Relationships, and Funding Directives" (Panel), .art Frontiers: Industries, Artists, Partnerships Conference, San Jose, CA, (November 2000)

Lewis, Jason. The ActiveText Project, Interactive Screen 0.0, Banff Centre for the Arts, Banff, Alberta, Canada (August 2000)

Lewis, Jason. "Strange Alchemy", UCLA Department of Design Invited Lectures Series, UCLA (March 2000)

Lewis, Jason. "Trying Something New: Art, Technology and Venture Capital at Arts Alliance Labortory", European Multimedia Labs 5, Bore Place, Kent, UK (October 1999)

Lewis, Jason. "Plastic Text", Navigating Intelligence Summit, Banff Centre for the Arts, Banff, Alberta, Canada (September 1999)

Lewis, Jason. "Dynamic Text, or Why Should We Worry About Text When We Still Have Video and Audio to Figure Out?" Synch or Stream Streaming Media Symposium, Banff Centre for the Arts, Banff, AB, Canada, May 1999.

Lewis, Jason. "The Trouble with Text," New Media Workshop, Banff Centre for the Arts, Banff, Alberta, Canada, March 1997.

Lewis, Jason and Adrian Chan. "Invisibilities at the Interface". Technologies of Vision Conference, Stanford University, Stanford, CA (November 1992) (original title: "The Communicative Interface")

Employment History

9.02 – pres. **Associate / Assistant Professor of Computation Arts,** *Dept. of Design and Computation Arts, Faculty of Fine Arts, Concordia University*, Montreal, QC, Canada. Teach courses on programming, computational, digital and interactive media. Responsible for infusing entire curriculum with computational infrastructure. Collaborate with Computer Science department to grow a curricula where students learn both the technical and creative aspects of new media.

9.99 – 8.01 **Founder and Director of Research,** *Arts Alliance Laboratory*, San Francisco, CA. Lead technology-research laboratory which acted as the research arm for Arts Alliance, a London-based venture capital firm investing in internet start-ups in the entertainment and community-building sector. Responsible for setting agenda for original research into digital technology, coordinating the activities of the research staff and conducting own research efforts. Also responsible for promoting the laboratory to the technology, academic and business communities.

9.96 – 8.99 **Member of Research Staff,** *Interval Research Corporation*, Palo Alto, CA. Responsible for conceiving and leading projects developing innovative new media technologies. Managed relationships between the lab and various high-profile artist collaborators. Produced and co-designed corporate web site. Acted as interface engineering consultant to other projects within the lab and co-led University Workshop, an annual interactive design competition sponsored by Interval.

6.95 - 9.95	**Interaction Designer,** *Fitch, Inc.,* San Francisco, CA. Conceptualized and implemented interface designs for the office application bundle of a major software maker. Responsible for understanding users' needs and translating them into usable design concepts, interactive prototypes and pre-production code.
5.94 - 9.94	**Assistant Producer and Research Coordinator** of *the Electric Carnival, Lollapalooza '94 North American Tour*. Made original proposal and assisted with conceptual and interactive design for an interactive arena that traveled with the Lollapalooza rock tour. The Electric Carnival drew approximately 60,000 people throughout the course of the tour and received considerable press attention.
10.93 - 5.94	**Interaction Designer,** *Interval Research Corporation*, Palo Alto, CA. Explored and developed multi-media tools for information navigation. Focused on human-computer interaction, multimedia interface and design methodologies.
4.92 - 6.92	**Instructor**, *Undergraduate Special Course, Stanford University*, Stanford, CA. "Critical Theories for an Electric Society". Conceived, designed and lead a course investigating the nature of the human-computer interaction and the societal impact of telecommunications technology. Drew on readings in computer science, information theory, philosophy, psychology, sociology and linguistics.
10.91-10.93	**Research Fellow**, *Institute for Research on Learning*, Palo Alto, CA. Conducted investigations into alternative methods for improving the human-computer interaction. Projects included: designing and implementing a series of computer-based math tutors; leading a project to investigate the current state and future consequences (technological and social) of hypermedia technologies; and working with IRL's interdisciplinary research staff on integrating formal methods of computer interface engineering and design with modern philosophies of the mind and human action.

EXTERNAL FUNDING

Building Aboriginal Territories in Cyberspace
Agency: Fonds québécois de la recherche sur la société et la culture   Amount: $149,000
Dates: 4/1/2009 – 3/31/2012
Role: Principle Invesitgator
Co-investigators: Skawennati Tricia Fragnito

Migration, Memory, Media: Emergent Technologies for Interactive Narrative Storytelling in the Digital Humanities and the Media Arts
Agency: Fonds québécois de la recherche sur la société et la culture   Amount: $119,000
Dates: 4/1/2008 – 3/31/2011
Role: Co-investigator
Co-investigators: Matt Soar (PI), Monika Kin Gagnon, Timothy Schwab, Elena Razlogova

Between Reading and Looking: Writing-Designing-Programming with Computational Media
Agency: Social Sciences and Humanities Research Council   Amount: $193,000
Dates: 4/1/2007 – 3/31/2010
Role: Principle Investigator
Co-investigators: Andrew Klobucar, Peter Grogono

Aboriginal Territories in Cyberspace   Amount: $239,000
Agency: Social Sciences and Humanities Research Council
Dates: 1/4/06 - 30/3/09

Role: Principle Investigator
Co-investigators: Skawennati Tricia Fragnito, Celia Pearce, Steve Loft, Loretta Todd.

Mobile Digital Commons Network Phase II   Amount: $1,152,000
Agency: Heritage Canada
Dates: 1/4/06 - 30/3/07
Role: Co-investigator
Primary Investigators: Michael Longford, Sara Diamond
Co-investigators: Barbara Crow, Kim Sawchuck, Reza Soleymani.

Software for Interactive, Variable and Performative Texts   Amount: $62,000
Agency: Hexagram Institute for Research/Creation in Media Arts and Technologies
Dates:1/6/05 – 1/6/075
Role: Primary Investigator
Co-investigators: Peter Grogono, Johanna Drucker, Aishy Amer, Ahmed Seffah, Jean Dehan

Expanding the Interface   Amount: $135,000
Agency: Fonds québécois de la recherche sur la société et la culture
Dates: 1/5/04 – 30/4/07
Role: Co-investigator
Primary Investigator: Michael Longford
Co-investigators: Peter Grogono, Johanna Drucker, Aishy Amer, Ahmed Seffah, Jean Dehan

The Next Text   Amount: $39,000
Agency: Fonds québécois de la recherche sur la société et la culture
Dates: 1/5/04 – 30/4/07
Role: Principle Investigator

Mobile Digital Commons Network   Amount: $422,000
Agency: Heritage Canada
Dates: 1/8/04 – 31/3/05
Role: Co-investigator
Primary Investigator: Michael Longford, Sara Diamond
Co-investigators:

Writing the Next Text   Amount: $39,000
Agency: Hexagram Institute for Research/Creation in Media Arts and Technologies
Dates: 16/04 – 1/5/05
Role: Principle Investigator