

# CURRICULUM VITAE

## Dr. Jinsil Hwaryoung Seo

Associate Professor

Rodney Hill Professorship in Creativity and Design

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## Education

Ph.D.	Interactive Arts and Technology Simon Fraser University, CANADA Advisors: Dr. Diane Gromala, Dr. Thecla Schiphorst, and Dr. Andrew Feenberg Dissertation Title: Aesthetics of Immersion in Interactive Immersive Environments: A Phenomenological Case Study of Light Strings	2011
M.F.A.	Computer Arts School of Visual Arts, USA	2004
M.A.	Media Arts Kyung Hee University, KOREA Graduate school of Journalism and Communication	2002
B.A.	Library & information Science Seoul Women's University, KOREA	1995

## Faculty Appointments and Employment

Associate Professor	Department of Multidisciplinary Engineering (Affiliated)	05/2021 – Present
Associate Professor	Department of Visualization Texas A&M University	09/2018 – Present
Visiting Professor	KAIST/Department of Industrial Design	08/2019 – 01/2020
Faculty Fellow	Institute for Applied Creativity	09/2014 – 08/2021
Faculty Fellow	Center for Health System Design	09/2013 – Present
Assistant Professor	Department of Visualization / Texas A&M University	08/2011 – 08/2018
Sessional Instructor	Simon Fraser University School of Interactive Arts and Technology	01/2009 - 12/2010
Research Assistant	Simon Fraser University School of Interactive Arts and Technology	09/2005 - 09/2010
System Assistant	Computer Art Department / School of Visual Arts New York, NY, USA	2003 –2004
Research Assistant	Kyung Hee University Graduate school of Journalism and Communication, KOREA	2000 –2002
New Media Instructor	Kyung Hee Elementary School / Seoul, KOREA	1997 – 2002
CEO & Art Director	Open Design Studio / Seoul, KOREA	1996 – 1997
Multimedia Designer	Flux / Seoul, KOREA	1995 – 1996

## Awards & Honors

Rodney Hill Professorship in Creativity and Design. College of Architecture. Teas A&M University	2019 – Present
Distinguished Achievement Award for Teaching. The Association of Former Students. Teas A&M University.	2019
Brazos Valley Artist of Year, Arts Council of Brazos Valley.	2018
Montague-Center for Teaching Excellence Scholar. Texas A&M University Center for Teaching Excellence. Amount: \$7,500	2015
Best Innovation Art Award from iDEAS Art Exhibition at iDMAa. (International Digital Media and Arts Association) 2015 Conference) Project Title: Grass (Interactive Art Installation)	2015
Gold Award, Advances in Computer Entertainment Technology Conference (ACE). 2006 Art Show, Hollywood, CA.	2006
President's Scholarship for excellence in graduate study. Kyung Hee University.	1999 - 2002
Third Prize in Web Site Design at the 1st National Image Festival for the Youth, hosted by Kyung Hee University, Seoul, Korea. October 2000.	2000

## RESEARCH / CREATIVE WORKS

### Grants

#### External Grants:

- EG.8 Simon Foundation Grant: ETx-STEAM Network to Empower URM Middle School Students. September 2021 – August 2023.  
Role: Co-PI (PI: Timothy McLaughlin), Responsibility: Supporting curriculum development and user study for the participating students. Amount: \$500,000
- EG.7 Health Resources Services Administration (HRSA): Increasing Nursing Access Across Populations with Technology in Nursing Education (INPACTS). September 2021 – August 2024.  
Role: Co-PI (PI: Elizabeth Wells-Beede), Responsibility: Developing a virtual reality application in Woman Health Education and conducting studies with the app. Amount: \$500,000
- EG.6 Texas SANEs R US II; Health Resources Services Administration (HRSA) ANE-SANE. 2<sup>nd</sup> Grant. September 2021 – August 2024  
Role: Co-PI (PI: Stacey Mitchell), Responsibility: Developing a virtual reality application for male forensic nursing examination and conducting studies with the app. Amount: \$1.49 million
- EG.5 Texas SANEs R US; Health Resources Services Administration (HRSA) ANE-SANE. September 2019 – August 2021  
Role: Co-PI (PI: Stacey Mitchell), Responsibility: Developing a virtual reality application for female forensic nursing examination and conducting studies with the app. Amount: \$1.47million
- EG.4 NSF CyberTraining: CIP: CiSE-ProS: Cyberinfrastructure Security Education For Professionals and Students. August 2017 – July 2022.  
Role: Co-PI (PI: Dhruva Chakravorty), Responsibility: Developing a virtual reality application for cybersecurity training and conducting user studies. Amount: \$499,996

- EG.3 NSF CHS: Small: Connecting Across Distances: Emotional Support for At-Risk Individuals through Remote Touch. September 2016 – October 2022.  
Role: Co-PI (PI: Francis Quek), I am responsible to conduct design research and develop prototypes. Amount: \$499,000
- EG.2 NEA (National Endowment of the Arts) Research: Art Grant. May 2016 – July 2020  
Proposal Title: Using interactive art technology to improve older adults' social connectedness and well-being. Role: PI (Co-Pi: Lisa Geraci). Amount: \$13,000
- EG.1 ITST (Image, Text, Sound and Technology), SSHRC, Canada. 2008 – 2009.  
Project Title: Aesthetics of interaction in an immersive environment. PI: Dr. Diane Gromala, Amount: C\$50,000  
Role: Wrote the proposal (but as a PhD student, was not eligible for PI-ship at the time of writing) and was In-charge of all phases of the research project. *Note:* This grant funded my PhD research projects.

### Internal Grants:

- IG.12 AVPA (Academy of Visual and Performing Arts), Arts Enhancement Grant. 2021  
Project Title: Creation and exploration of interactive plants robotic installations that support older adults' social connectedness and perceptive health. Role: PI (Co-PI: Kiju Lee). Amount: \$7,500
- IG.11 Pandemic Innovative Arts Grant from AVPA (Academy of Visual and Performing Arts), 2020.  
Project Title: Development of an AR-based Art Exhibition Platform for Artists and Audience at TAMU. Role: PI (Co-PIs: Caleb Kicklighter & Eman Al-Zubeidi). Amount: \$7,500
- IG.10 T3, Texas A&M University, 2020.  
Project Title: Produce New Material Properties by Low-Cost 3D Printing Techniques. Role: Co-PI (PI: Jeeun Kim). Amount: \$30,000
- IG.9 PTTG, Texas A&M University, 2020.  
Project Title: Developing an infrastructure for Interdisciplinary collaborative design-based learning in nursing and special education. Role: PI. Amount: \$60,000
- IG.8 AVPA (Academy of Visual and Performing Arts), Arts Enhancement Grant. 2020  
Project Title: Hopelife: An Art Film. Role: Co-PI (PI: Christine Bergeron, Co-Pis: Carisa Armstrong, Jim Ball & Adam Seipp). Amount: \$7,500
- IG.7 AVPA (Academy of Visual and Performing Arts), Arts Enhancement Grant. 2019.  
Project Title: Arbeit Macht Frei (will work set you free). Role: Co-PI (PI: Christine Bergeron, Co-Pis: Carisa Armstrong, Jim Ball & Adam Seipp). Amount: \$7,500
- IG.6 T3, Texas A&M University, 2018.  
Project Title: Collaboration in Virtual and Face-to-Face Environments. Role: Co-PI (PI: Bin Mai). Amount: \$30,000
- IG.5 Faculty Enrichment Program from Academy of Visual and Performing Arts, Texas A&M University, 2017.  
Project Title: Exploring Audience-Performer Co-creation in a Public Mixed Reality Installation. Role: PI (Co-PI: Christine Bergeron). Amount: \$7,500
- IG.4 Tier One Program (TOP) Grant, Dean of Faculties, Texas A&M University, 2015-2017.  
Project Title: Creative Anatomy Collective. Role: PI (Multiple PIs with Dr. Michelle Pine). Amount: \$200,000
- IG.3 Faculty Enrichment Program from Visual and Performing Arts, Texas A&M University, 2014.  
Project Title: Interactive Plant Companion: Exploring meditative and therapeutic quality of touch for children. Role: PI. Amount: \$6,000
- IG.2 Faculty Enrichment Program from Visual and Performing Arts, Texas A&M University, 2012.  
Project Title: tendrils 3.0. Interactive Kinetic Wearable Art: Exploring a Poetics of Touch. Role: PI. Amount: \$6,000

IG.1 Tier One Program (TOP) Grant, Dean of Faculties, Texas A&M University, 2011-2013.

Project Title: Integration of Multidisciplinary Research and Creative Activities in Learning Experience: Interactive Arts and Technology Initiative (IATI). Role: PI. Amount: \$200,000

## Publications:

Google Scholar: <https://scholar.google.com/citations?user=I5mVEPwAAAAJ&hl=en>

Publications with Students:

\* indicates graduate student at time of publication

\*\* indicates undergraduate student at time of publication

## Book Chapters

- B.4 Seo, J. H., Malone, E., Beams, B., & Pine, M. (2021). Toward Constructivist Approach Using Virtual Reality in Anatomy Education. In *Digital Anatomy* (pp. 343-366). Springer, Cham.  
<https://www.springerprofessional.de/en/toward-constructivist-approach-using-virtual-reality-in-anatomy-/19164358>
- B.3 Cook, M., Seo, J. H., Pine, M., & Mclaughlin, T. (2021). A Study of Mobile Augmented Reality for Motor Nerve Deficits in Anatomy Education. In *Digital Anatomy* (pp. 367-385). Springer, Cham.  
<https://www.springerprofessional.de/en/a-study-of-mobile-augmented-reality-for-motor-nerve-deficits-in-/19164362>
- B.2 Seo, J. H., & Bergeron, C. (2017). Art and Technology Collaboration in Interactive Dance Performance. In M. Filmowicz (Ed.) *Teaching Computational Creativity*. Cambridge (U.K.): Cambridge University Press.  
<https://www.cambridge.org/core/books/teaching-computational-creativity/0705D943E7A0AF75FA0947FC9D70B2EB>
- B.1 Seo, J. H., & Gromala, D. (2008). Touching Light: Post Traditional Immersion in Interactive, Artistic Environments. In M. Alexenberg (Ed.), *Educating Artists for the Future: Learning at the Intersections of Art, Science, Technology, and Culture* (pp. 175-190). Chicago, IL: Bristol Intellect Press.

## Journal Articles

- J.14 Wells-Beede, E., Garcia, B.\*, Chun, S. W.\*, Kicklighter, C., & Seo, J. H. (2022). Creative Solutions for Complex Circumstances: The Utilization of Virtual reality in a Specialty Course. *Clinical Simulation in Nursing*. Vol. 65.  
<https://doi.org/10.1016/j.cens.2022.01.004>
- J.13 Seo, J. H., Sungkajun, A., Garcia, B.\* (2021). Developing the Art-Technology Intergenerational Community (ATIC) Program for Older Adults' Health and Social Connectedness. *Frontiers in Public Health, section Aging*.  
<https://www.frontiersin.org/articles/10.3389/fpubh.2021.589589/abstract>
- J.12 Bai, Z., Luo, J., Pine, M., Seo, J. H., & Shi, D. (2021). Workflow of Fast Three-Dimension Reconstruction of Anatomical Specimens. *Journal of Medical Imaging and Health Informatics*. 11(4), American Scientific Publishers.
- J.11 Chan, A.\*, Quek, F., Panchal, H., Howell, J., Yamauchi, T., Seo, J. H. (2021). The Effect of Co-Verbal Remote Touch on Electrodermal Activity and Emotional Response in Dyadic Discourse. *Sensors* 2021, 21 (1). 168.  
<https://doi.org/10.3390/s21010168>
- J.10 Mai B., Garcia B.\*, Xie L., McCubbins, O., Seo, J. H. (2020). Teamwork in Virtual World - Impact of "Virtual Team" on Team Dynamic. In: Nah FH., Siau K. (eds) *HCI in Business, Government and Organizations*. HCII 2020. Lecture Notes in Computer Science, vol 12204. Springer, Cham.  
[https://doi.org/10.1007/978-3-030-50341-3\\_10](https://doi.org/10.1007/978-3-030-50341-3_10)

- J.9 Malone, E.\* , Bingham, G., Seo, J. H., & Pine, M. (2019). Student perceived impact of a physical, kinetic and interactive model. *Journal of Visual Communication in Medicine*, 42 (4), pp.182-194.  
<https://www.tandfonline.com/doi/abs/10.1080/17453054.2019.1662281?journalCode=ijau20>
- J.8 Seo, J. H., Bruner, M.\*\* , Payne, A.\*\* , Gober, N, Chakravorty, DK. (2019). Using Virtual Reality to enforce Principles of Cybersecurity. *Journal of Computational Science Education*, 10 (1). pp.81-87.  
<https://doi.org/10.22369/issn.2153-4136/10/1/13>
- J.7 Yamauchi, T., Seo, J. H., Sungkajun, A.\* (2018). Interactive Plants: Multisensory Visual-Tactile Interaction Enhances Emotional Experiences. *Mathematics*, 6 (11), <https://doi.org/10.3390/math6110225>
- J.6 Seo, J. H., Geraci, L., & Sanchez, T.\* (2016). Exploring the impact of creative expression through interactive art making on older adults' well-being. *Digital Creativity*, 27(4), 358-368.  
<http://dx.doi.org/10.1080/14626268.2016.1251946>
- J.5 Smith, B.\* , & Seo, J. H. (2016). Synapteos: Exploring Virtual Cosmos with Embodied Motion Controls. *Journal of Digital Media Arts and Practice*. <http://www.idmaajournal.org/2016/02/synapteos-exploring-virtual-cosmos-with-embodied-motion-controls/>
- J.4 Seo, J. H., Sungkajun, A.\* , Sanchez, T.\* , & Suh, J. (2016). Touchology: Peripheral Interactive Plant Design for Well-being. *IxD&A (International Journal of Interaction Design and Architecture)*, 27, 175-187.  
[http://www.mifav.uniroma2.it/inevent/events/idea2010/doc/27\\_10.pdf](http://www.mifav.uniroma2.it/inevent/events/idea2010/doc/27_10.pdf)
- J.3 Jenks, M.\* , & Seo, J. H. (2015). Dance Floor as Wilderness: Audiovisual Performance Towards a Regard for Non-Man-Made. *Journal of the International Digital Media Arts Association*.  
<http://www.idmaajournal.org/2015/11/dance-floor-as-wilderness-audiovisual-performance-towards-a-regard-for-the-non-man-made/>
- J.2 Yamauchi, T., Seo, J. H., Jett, N., Parks, G., & Bowman, C. (2015). Gender Differences in Mouse and Cursor Movements. *International Journal of Human-Computer Interaction*, 31(12), 911-921.  
<https://doi.org/10.1080/10447318.2015.1072787>
- J.1 Seo, J. H., & Gromala, D. (2007). Touching Light: A Framework for Immersion in Artistic Environments. *Technoetic Arts*, 5(1), 3-14.

### Refereed Conference Proceedings: Full & Short Papers / Pictorials

- C.37 Garcia, B.\* , Chun, S. W.\* , Kicklighter, C., Mai, B., Palma, M., & Seo, J. H. (2021). Studying Design Attributes of Virtual Characters to Support Students' Perceived Experiences in Virtual Reality Lectures. *In Proceedings of 18<sup>th</sup> International Conference on Cognition and Exploratory Learning in Digital Age*. Virtual. October 13-15, 2021.
- C.36 Chen, A.\* , Quek, F., Yamauchi, T., & Seo, J. H. (2021). Co-Verbal Touch: Enrich Video Telecommunications with Remote Touch Technology. *In Proceedings of 23<sup>rd</sup> ACM International Conference on Multimodal Interaction*. October 18-22, 2021.
- C.35 Choi, J., Massey, K., Seo, J. H., & Kicklighter, C. (2021). Balletic VR: Integrating Art, Science, and Technology for Dance Science Education. *In Proceedings of 10<sup>th</sup> International Conference on Digital and Interactive Arts*. Aveiro, Portugal. October 13-15, 2021.
- C.34 Al-Zubeidi, E.\* & Seo, J. H. (2021). The Power of Collaborative Synergy: Diving into US, a Collaborative Theatre Production Involving the Departments of Visualization, Dance Science, and Liberal Arts and Texas A&M University. *In Proceedings of 10<sup>th</sup> International Conference on Digital and Interactive Arts*. Aveiro, Portugal. October 13-15, 2021.

- C.33 Chu, E. S.\* & Seo, J. H. (2021). ARTist: Interactive Augmented Reality for Curating Children's Artworks. *In the Pictorial Proceedings of Creativity & Cognition 2021*. June 2021. [Pictorial]
- C.32 Reese, J.\*, Seo, J. H., & Srinavasa, A. (2020). *Orthorigami*: Implementing Shape-Memory Polymers for Customizing Orthotic Applications. In the Proceedings of the 14th International Conference on Tangible, Embodied, and Embodied Interaction (TEI '20). February 2020. *Association for Computing Machinery, New York, NY, USA, 123–130*. DOI:<https://doi.org/10.1145/3374920.3374957>
- C.31 Chan, A.\*, Zarei, N., Yamauchi, T., Seo, J. H., & Quek, F. (2019). Touch Media: Investigating the Effects of Remote Touch on Music-based Emotion Elicitation. In the Proceedings of the 8<sup>th</sup> International Conference on Affective Computing and Intelligent Interaction (ACII).
- C.30 Margaret, C., Payne, A., Seo, J. H., Pine, M. & McLaughlin, T. (2019). InNervate AR: Mobile Augmented Reality for Studying Motor Nerve Deficits in Anatomy Education. In the Proceedings of ICCE 2019.
- C.29 Sungkajun, A., & Seo, J. H. (2019). Through Miles Apart: An Interactive Art Installation that Evokes Nostalgia. In the Proceedings of ARTECH 2019.
- C.28 Sungkajun, A., Seo, J. H., Bruner, M. & Simpson, Z. (2019). Flora: Exploring Spatial Memory Using Hand-held Projection. In the Proceedings of ARTECH 2019.
- C.27 Seo, J. H., Al-Zubeidi, E.\*, Michalsky, C., Sykora, S. & Toler, L. (2019). *One Step: The Impact of Interactive Public Installations on Promoting Public Awareness of Poverty Issues*. In the Proceedings of International Symposium of Electronic Arts (ISEA), Vancouver, Canada.
- C.26 Anatol, B.\*, Seo, J. H., Orr, J., & Sridhar, V. (2019). *"The Transmediated Self": an interactive and visual metaphor of human cognition*. In the Proceedings of International Symposium of Electronic Arts (ISEA), Vancouver, Canada.
- C.25 Chu, E.\*, Gonzalez, J.\*, Seo, J. H., & Kicklighter, C. (2019). *Colors for All: Immersive Narrative 360 Video for Color Blind Awareness*. In the Proceedings of International Symposium of Electronic Arts (ISEA), Vancouver, Canada.
- C.24 Seo, J. H., Bruner, M., Payne, A., Gober, N., McMullen, D. R, & Chakravorty, D. (2018). CiSE-ProS: Using Virtual Reality to Enforce Principles of Physical Cybersecurity. Presented at the Fifth SC Workshop on Best Practices for HPC Training and Education (BPHE 18), Dallas.
- C.23 Seo, J. H., & Aravindan, P.\* (2017). *Toward Creative Engagement of Soft Haptic Toys with Children with Autism Spectrum Disorder*. In the Proceedings of the 11th ACM Creativity and Cognition Conference 2017, Singapore. [acceptance rate: 30%]
- C.22 Duran, B.\*, & Seo, J. H. (2017). *Sonic City*. In the Proceedings of Electronic Visualization and The Arts (EVA) London 2017. London, U.K.
- C.21 Seo, J. H., Sungkajun, A.\*, & Cook, M\*. (2017). *inTouch Wearables: Aesthetics of Ambient Remote Touch in Child-Parent Relationships*. In the Proceedings of Electronic Visualization and The Arts (EVA) London 2017. London, U.K.
- C.20 Sungkajun, A.\*, & Seo, J. H. (2017). *Rainy Garden*. In the Proceedings of Electronic Visualization and The Arts (EVA) London 2017. London, U.K.
- C.19 Seo, J. H., Smith, B.\*, Cook, M.\*, Pine, M., Malone, E.\*, Leal, S., & Suh, J. (2017). *Anatomy Builder VR: Applying a Constructive Learning Method in the Virtual Reality Canine Skeletal System*. In the Proceedings of the 3rd International Conference on Applied Human Factors and Ergonomics, Los Angeles, CA.
- C.18 Bumatay, A.\*, & Seo, J. H. (2017). *Investigating the role of biofeedback and haptic stimulation in mobile paced breathing tools*. In the Proceedings of the HCI International 2017, Vancouver, Canada.

- C.17 Malone, E. \*, Seo, J. H., Smith, B. \*, & Pine, M. (2017). *Kinetic Pelvic Limb Model to Support Students' Understanding of Spatial Visualization in Gross Anatomy*. In the Proceedings of the 11th International Conference on Tangible, Embodied and Embodied Interactions (TEI). Yokohama, Japan. [acceptance rate: 27%]
- C.16 Kim, H. \*, Taele, P. \*, Seo, J. H., Liew, J., & Hammond, T. (2016). *A novel sketch-based interface for improving children's fine motor skills and school readiness*. In the Proceedings of Expressive Conference 2016, Lisbon, Portugal.
- C.15 Seo, J. H., Sungkajun, A. \*, Sanchez, T. \*, & Suh, J. (2015). *Grass: Interactive Tangible Art to Evoke Older Adults' Nostalgia*. In the Proceedings of the Art, Science, City International Conference (ASC), Valencia, Spain.
- C.14 Seo, J. H. (2015). *inTouch: Exploring Ambient Remote Touch*. In the Proceedings of the Art, Science, City International Conference (ASC), Valencia, Spain.
- C.13 Sanchez, T. \*, & Seo, J. H. (2015). *Heartwood: Integrating the Organic and the Inorganic to Create Immersive Sensorial Experience*. In the Proceedings of the Art, Science, City International Conference (ASC), Valencia, Spain.
- C.12 Yamauchi, T., Seo, J. H., Choe, Y., Bowman, C., & Xiao, K. (2015). *Assessing emotions by cursor motions: An affective computing approach*. In the Proceedings of the 37<sup>th</sup> Annual Conference of the Cognitive Science Society (pp. 2721-2726). Austin, TX.
- C.11 Seo, J. H. & Corness, G. (2015). *Aesthetics of Immersion in Interactive Immersive Installation: Phenomenological Case Study*. In the Proceedings of International Symposium of Electronic Arts (ISEA), Vancouver, Canada.
- C.10 Berry, J. \*, & Seo, J. H. (2015). *Incorporation of Shape Memory Polymers in Interactive Design*. In the Proceedings of International Symposium of Electronic Arts (ISEA), Vancouver, Canada.
- C.9 Corness, G., Seo, J. H. & Carlson, K. (2015). *Perceiving Physical Media Agents: Exploring Intention in a Robot Dance Partner*. In the Proceedings of International Symposium of Electronic Arts (ISEA), Vancouver, Canada.
- C.8 Arita, J. \*, Seo, J. H., Chu, S., & Quek, F. (2015). *The role of materiality in tangibles for young children's digital art drawings*. In the Proceedings of the 14<sup>th</sup> International Conference on Interaction Design and Children (IDC). Boston, MA.
- C.7 Seo, J. H., Arita, J. \*, Chu, S., Quek, F., & Aldriedge, S. \* (2015). *Material Significance of Tangibles for Young Children*. In the Proceedings of the 9<sup>th</sup> International Conference on Tangible, Embodied and Embodied Interactions (TEI). Stanford, CA. [acceptance rate: 28%]
- C.6 Damaraju, S. \*, Seo, J. H., Hammond, T., & Kerne, A. (2013). *Multi-tap sliders: advancing touch interaction for parameter adjustment*. In the Proceedings of the 2013 international conference on Intelligent user interfaces (IUI). Santa Monica, CA. [acceptance rate: 21%]
- C.5 Gromala, D., & Seo, J. (2009). *Reducing Pain in Alternative Immersive Environments: A Proposal*. In the Proceedings of New Realities: Being Syncretic, Consciousness Reframed: The Planetary Collegium's IXth International Research Conference. Montreal, Canada.
- C.4 Seo, J. (2009). *Touching Light*. Workshop Paper at Computer Human Interface (CHI) Organic User Interface Workshop. Boston, MA.

- C.3 Seo, J. (2007). *Engagement and Immersion Research in Interactive Art Environment: Exploring Subjective and Physiological Data Based on Different Visual Cues*. In the Proceedings of the 4th International Conference on Enactive Interfaces (ENACTIVE). Grenoble, France. [acceptance rate: 33%]
- C.2 Levisohn, A., Cochrane, J., Gromala, D., & Seo, J. (2007). *The Meatbook: tangible and visceral interaction*. In the Proceedings of the 1<sup>st</sup> international conference on Tangible and embedded interaction (TEI). Baton Rouge, LA. [acceptance rate: 30%]
- C.1 Seo, J., & Gromala, D. (2006). *Touching Light: A Framework for Immersion in Artistic Environments*. In the Proceedings of Consciousness Reframed: art & consciousness in the post-biological era 2006. Plymouth, U.K.

### Selected Refereed Conference Proceedings: Extended Abstracts

- EX.40 Deshpande, H., Zheng, C., Starrett, C., Seo, J. H., and Kim, J. (2022). Fab4D: An Accessible Hybrid Approach for Programmable Shaping and Shape Changing Artifacts. In Sixteenth International Conference on Tangible, Embedded, and Embodied Interaction (TEI '22). Association for Computing Machinery, New York, NY, USA, Article 70, 1–7. DOI:<https://doi-org.srv-proxy2.library.tamu.edu/10.1145/3490149.3505574>
- EX.39 Al-Zubeidi, E., Seo, J. H., DeLaney, J., Nguyen, D., Konderla, J., and Diaz, J. (2021). A Walk Alone: Triggering Fear and Simulating Empathy to Raise Awareness about the Dangers Women Face When Walking Alone at Night. In SIGGRAPH Asia 2021 XR (SA '21 XR). Association for Computing Machinery, New York, NY, USA, Article 1, 1–3. DOI:<https://doi-org.srv-proxy2.library.tamu.edu/10.1145/3478514.3487627>
- EX.38 Seo, J. H., Kicklighter, C., Garcia, B., Chun, S. W., & Wells-Beede, E. (2021). A Work in Progress: Design and Evaluation of 360 VR Immersive Interactions in Nursing Education. In the Poster Proceedings of 7<sup>th</sup> International Conference of the Immersive Learning Research Network (iLRN 2021). Virtual. May 17-June 10, 2021. pp. 1-3, doi: [10.23919/iLRN52045.2021.9459244](https://doi.org/10.23919/iLRN52045.2021.9459244)
- EX.37 Britain., G., Jain, A., Lupfer, N., Kerne, A., Perrine, A., Seo, J. H., & Sungkajun., A. (2020). Design is (A)live: An Environment Integrating Ideation and Assessment. In Extended Abstracts of the 2020 CHI Conference on Human Factors in Computing Systems (CHI EA '20). Association for Computing Machinery, New York, NY, USA, pp. 1–8. DOI:<https://doi.org/10.1145/3334480.3382947>
- EX.36 Chu, E. S. & Seo, J. H. (2020). ARTist: Interactive Augmented Reality for Curating Children's Artworks. In 26th ACM Symposium on Virtual Reality Software and Technology (VRST '20). Association for Computing Machinery, New York, NY, USA, Article 44, pp. 1–2. DOI:<https://doi.org/10.1145/3385956.3422103>
- EX.35 Sungkajun, A. & Seo, J. H. (2019). Though Miles Apart: Soft Tangible Interface that Evokes Nostalgic Memories. In Proceedings of the 2019 ACM International Conference on Interactive Surfaces and Spaces (ISS '19). Association for Computing Machinery, New York, NY, USA, 385–390. DOI:<https://doi-org.srv-proxy2.library.tamu.edu/10.1145/3343055.3360756>
- EX.34 Cook, M., Ackley, A., Gonzalez, K. C., Payne, A., Seo, J. H., Kicklighter, C., Pine, M., & McLaughlin, T. (2019). InNervate immersion: case study of dynamic simulations in AR/VR environments for learning muscular innervation. In ACM SIGGRAPH 2019 Posters (SIGGRAPH '19). Association for Computing Machinery, New York, NY, USA, Article 29, 1–2. DOI:<https://doi.org/10.1145/3306214.3338580>
- EX.33 Heymann, B., White, P., & Seo, J. H. (2019). Studying Relationships of Muscle Representations and Levels of Interactivity in a Canine Anatomy Environment. HCI International 2019. Orlando, FL.
- EX.32 Chu, E. S., Payne, A., Seo, J. H., Chakravorty, D., & McMullen, D. (2019). Data Center Physical Security Training VR to Support Procedural Memory Tasks. Poster at HCI International 2019. Orlando, FL.



- EX.31 Cook, M., Payne, A., Seo, J. H., Pine, M., & McLaughlin, T. (2019). InNervate AR: Dynamic Interactive System for Motor Nerve Anatomy Education in Augmented Reality. Poster at HCI International 2019. Orlando, FL.
- EX.30 Tynes, C. & Seo, J. H. (2019). Making Multi-Platform VR Development More Accessible: A Platform Agnostic VR Framework.
- EX.29 Seo, J. H., Bruner, M., Ayres, N., Bergeron, C., & Pooley, A. (2019). *Upwell*. in the Proceedings of ACM International Conference on Tangible, Embedded, and Embodied Interactions (TEI) 2019. Tempe, Arizona. pp. 571-575. <https://doi.org/10.1145/3294109.3301264>
- EX.28 Seo, J. H., Smith, B., Bruner, M., Payne, A., Cook, M.\*, Pine, M., Malone, E., Sueda, S., Leal, S., & Heymann, B. (2018). *Muscle Action VR: to support embodied learning foundations of biomechanics in musculoskeletal system*. Virtual & Augmented Reality at SIGGRAPH ASIA 2018. Tokyo, Japan. <https://doi.org/10.1145/3275495.3275505>
- EX.27 Seo, J. H., Copeland, B. M., Sungkajun, A., Gonzalez, K. I. C., Mathews, N. (2018). *Re-powering Senior Citizens with Interactive Art Making: Case Study with Independent Older Adults*. In the Proceedings of the ACM Conference Extended Abstracts on Human Factors in Computing Systems (CHI EA '18). New York, NY.
- EX.26 Seo, J. H., Bruner, M.\*, Ayres, N.\* (2018). *Aura Garden: Collective and Collaborative Aesthetics of Light Sculpting in Virtual Reality*. Art Exhibition. CHI EA '18: Extended Abstracts of the 2018 CHI Conference on Human Factors in Computing Systems. Montreal, Canada. <https://doi.org/10.1145/3170427.3177761>
- EX.25 Cook, M.\*, Seo, J. H., Pine, M., Sungkajun, A. (2018). *Paper Circuitry and Projection Mapping: An Interactive Textbook Approach to Veterinary Education*. Work-in-Progress in the Proceedings of ACM International Conference on Tangible, Embedded, and Embodied Interactions (TEI). Stockholm, Sweden.
- EX.24 Cook, M.\*, Seo, J. H., Pine, M., Sungkajun, A. (2017). *Interactive Teaching Tool for Bovine laminitis*. Poster at the Proceedings of the 3rd International Conference on Human Factors in Training, Education, and Learning Sciences, Los Angeles, CA.
- EX.23 Sanchez, T.\*, & Seo, J. H. (2017). *Prey*. In the Proceedings of the ACM Creativity & Cognition 2017 Conference. Singapore. [acceptance rate: 50%]
- EX.22 Bologan, A.\*, & Seo, J. H. (2017). *What is "The Human" in the context of post-human?"*. In the Proceedings of the ACM Creativity & Cognition 2017 Conference. Singapore. [acceptance rate: 50%]
- EX.21 Seo, J. H., Smith, B.\*, Cook, M.\*, Pine, M., Malone, E.\*, Leal, S., Bai, Z., & Suh, J. (2017). *Anatomy Builder VR: Embodied VR Anatomy Learning program to Promote Constructionist Learning*. In the Proceedings of the ACM Conference Extended Abstracts on Human Factors in Computing Systems (CHI EA '17). New York, NY. [acceptance rate: 38.7%]
- EX.20 Seo, J. H., Smith, B.\*, Cook, M.\*, Pine, M., Malone, E.\*, & Leal, S. (2017). *Anatomy Builder VR: Applying a Constructive Learning Method in the Virtual Reality Canine Skeletal System*. Poster at IEEE Virtual Reality 2017. Los Angeles, CA.
- EX.19 Jacobson, A.\*, & Seo, J. H. (2016). *PulmonaReality: transforming pediatric pulmonary function experience using virtual reality*. Poster at ACM SIGGRAPH (Special Interest Group on Graphics and Interactive Techniques) 2016. Anaheim, CA.
- EX.18 Seo, J. H., Sanchez, T.\*, Sungkajun, A.\*, & Suh, J. (2016). *Touchology: Exploration of Empathetic Touch Interaction with Plants for Well-being*. Poster at ISEA 2016. Hong Kong.
- EX.17 Bumatay, A.\*, & Seo, J. H. (2015). *Mobile Haptic System Design to Evoke Relaxation Through Paced Breathing*. Poster at ACM SIGGRAPH 2015. New York, NY.

- EX.16 Saenz, M.\* , Strunk, J.\* , Maset, K.\* , Malone, E.\* , & Seo, J. H. (2015). *FlexAR: anatomy education through kinetic tangible augmented reality*. Poster at ACM SIGGRAPH 2015. New York, NY.
- EX.15 Seo, J. H., & Aravindan, P.\* (2015). *Designing Interactive Soft Toys for Children with Autism to Improve Communications through Sensory Relaxation*. Poster at HCI International 2015. Los Angeles, CA.
- EX.14 Saenz, M.\* , Strunk, J.\* , Maset, K.\* , Malone, E.\* , & Seo, J. H. (2015). *See the Flex for Different Study Conditions*. Poster at HCI International 2015. Los Angeles, CA.
- EX.13 Bumatay, A.\* , & Seo, J. H. (2015). *Investigating the Role of Haptic Stimulation in Mobile Meditation Tools*. Poster at HCI International 2015. Los Angeles, CA.
- EX.12 Seo, J. H., Sungkajun, A.\* , & Suh, J. (2015). *Touchology: Towards Interactive Plant Design for Children with Autism and Older Adults in Senior Housing*. In the Proceedings of the 33<sup>rd</sup> Annual ACM Conference Extended Abstracts on Human Factors in Computing Systems (CHI EA '15). New York, NY. [acceptance rate: 45.3%]
- EX.11 Saenz, M.\* , Strunk, J.\* , Chu, S. L., & Seo, J. H. (2015). *Touch Wire: Interactive Tangible Electricity Game for Kids*. In the Proceedings of the 9<sup>th</sup> International Conference on Tangible, Embedded, and Embodied Interactions (TEI). New York, NY. [acceptance rate: 52%]
- EX.10 Bumatay, A.\* , & Seo, J. H. (2015). *Investigating the Role of Haptic Stimulation in Mobile Meditation Tools*. Poster at HCI International 2015. Los Angeles, CA.
- EX.9 Seo, J. H., Storey, J.\* , Chavez, J.\* , Reyna, D.\* , Suh, J., & Pine, M. (2014). *ARnatomy: tangible AR app for Learning Gross Anatomy*. Poster at ACM SIGGRAPH 2014. New York, NY.
- EX.8 Arita, J.\* , Seo, J. H., & Aldriedge, S.\* (2014). *Soft tangible interaction design with tablets for young children*. Poster at ACM SIGGRAPH 2014. New York, NY.
- EX.7 Arita, J.\* , & Seo, J. H. (2014). *Stampies: Soft Tangible Interaction Design with Tablets for Young Children*. Poster at WIPITTE 2014: The 8<sup>th</sup> International Workshop on the Impact of Pen and Touch Technology on Education. College Station, TX.
- EX.6 Storey, J.\* , Burch, F.\* , Williamson, J.\* , Alvarez, A.\* , & Seo, J. H. (2013). *Proximity: Emergent interaction design for co-constructed improvisational performance*. Poster at IEEE RO-MAN. Daejeon, Korea. [acceptance rate: 58%]
- EX.5 Seo, J. H., & Corness, G. (2012). *Light strings: kinesthetic immersive environment*. In the Proceedings of ACM SIGGRAPH Asia 2012 Art Gallery, Singapore. [acceptance rate: 20%]
- EX.4 Cheng, B.\* , Kim, M.\* , Lin, H.\* , Fung, S.\* , Bush, Z.\* , & Seo, J. H. (2012). *Tessella: interactive origami light*. Sixth International Conference on Tangible, Poster at Tangible, Embedded and Embodied Interactions (TEI). Kingston, Canada. [acceptance rate: 53%]
- EX.3 Schiphorst, T., Seo, J., & Jaffe, N. (2010). *Exploring Touch and Breath in Networked Wearable Installation Design*. In the Proceedings of International Conference on Multimedia (MM). Firenze, Italy. [acceptance rate: 30%]
- EX.2 Seo, J., & Corness, G. (2007). *nite\_aura: an audio-visual interactive immersive installation*. Poster at ACM SIGGRAPH 2007. San Diego, CA.
- EX.1 Johnston, D. J., Seo, J., & Gromala, D. (2007). *Proprioceptive sense in an art installation: Amputation Box*. Poster at ACM SIGGRAPH 2007. San Diego, CA.

## Refereed Conference Proceedings: Abstracts

- A.11 Wells-Beede, E., Seo, J. H., Kicklighter, C., Chun, S. W., Garcia, B., Weston, C. & Mitchell, S. (2021). Utilization of Mixed Reality Technology in Healthcare Professions. INACSL Virtual Conference 2021. In the education Program.
- A.10 Mitchell, S.A., Charles, L., Seo, J. (2021). Virtually a forensic nurse: Optimizing safe learning through virtual reality simulation. *International Conference on Forensic Nursing Science and Practice*, virtual conference. September 22-25, 2021.
- A.9 Seo, J. H. & Geraci, L. (2020). Empowering Senior Citizens Through Active Art and Technology Making: Case Study with Independent Older Adults. Poster at the Active Living Conference. Orlando, FL.
- A.8 Malone, E., Pine, M., Seo, J. H., Smith, B., Bruner, M., Cook, M., Leal, S., & Bai, Z. (2018). Immersive Technologies to Augment Anatomy Education. *The FASEB (Federation of American Societies of Experimental Biology) Journal*, 32 (1), 2018.
- A.7 Malone, E., Seo, J. H., Zahourek, J., Pine, M. (2018). Effects of Supplementing the Deconstructive Process of Dissection with Constructive Process of Building Muscles in Clay. *The FASEB Journal* 32 (1), 2018.
- A.6 Seo, J. H., Smith, B.\* , Cook, M.\* , Pine, M., Malone, E.\* , Leal, S., Bai, Z., & Suh, J. (2017). *Anatomy Builder VR*. Poster at Cyberlearning 2017. Arlington, VA.
- A.5 Seo, J. H. (2017). *Creative Expression Focusing on Technology-based Making to Enhance Intergenerational Connectedness*. Poster at the Generations United 19<sup>th</sup> Global Intergenerational Conference. Milwaukee, WI.
- A.4 Malone, E.\* , Seo, J. H., & Pine, M. (2016). *An Interactive Simulation Model to Improve the Students' Ability to Visualize Movement*. Poster at American Anatomy Association Regional Meeting. New York, NY.
- A.3 Seo, J. H., Arita, J.\* , & Aldriedge S.\* (2016). *Design Exploration of Soft Tangible Interaction on Tablet in Young Children*. Poster at Special Topic Meeting of Technology and Media in Children's Development, Society for Research in Child Development. Irvine, CA.
- A.2 Seo, J. H., & Bergeron, C. (2016). *Interactive Wearables for Dance Performance*. In the Proceedings of National Dance Society (NDS) Conference 2016. College Station, TX.
- A.1 Seo, J. H., & Corness, G. (2012). *Light strings: kinesthetic immersive environment*. Art Abstract in the Proceedings of ACM SIGGRAPH Asia 2012 Art Gallery, Singapore. [acceptance rate: 20%]

## Exhibitions

### Juried Exhibitions / Performances / Demonstrations

- E.50 Chun, S. W., Seo, J. H., Kicklighter, C., Wells-Beede, E., Greene, J., & Arguello, T. (2021). Exploration of Visuo-haptic Interactions to Support Learning Leopold's Maneuvers Process in Virtual Reality. XR Demonstration at SIGGRAPH ASIA 2021. Tokyo Japan. December 2021. [Demo]
- E.49 Al-Zubeidi, E., Seo, J. H., DeLaney, J., Nguyen, D., Konderla, J., Diaz, J. (2021). A Walk Alone: A Virtual Reality Simulation Triggering Fear and Stimulating Empathy to Raise Awareness about the Dangers Women Face when Walking Alone at Night. XR Demonstration at SIGGRAPH ASIA 2021. Tokyo Japan. December 2021. [Demo]

- E.48 Al-Zubeidi, E. & Seo, J. H. (2021). Displaced: A 360-Degree Virtual Reality Narrative about Immigration-Related Trauma. *Exhibited at the 10<sup>th</sup> International Conference on Digital and Interactive Arts*. Aveiro, Portugal. October 13-15, 2021. [Exhibition]
- E.47 Al-Zubeidi, E. & Seo, J. H., DeLaney, J., Nguyen, D., Konderla, J., & Diaz, J. (2021). A Walk Alone: A Virtual Reality Simulation about the Dangers Women Face When Walking Alone at Night. *Exhibited at the 10<sup>th</sup> International Conference on Digital and Interactive Arts*. Aveiro, Portugal. October 13-15, 2021. [Exhibition]
- E.46 Sungkajun, A. & Seo, J. H. (2021). Through Miles Apart. Demo at EVA London 2021. London, UK. July 2021. [Demo]
- E.45 Margaret, C., Ackley, A., Gonzalez, K. C., Payne, A., Kicklighter, C., Pine, M., McLaughpin, T., & Seo, J. H. (2019). InNervate Immersion: Dynamic AR/VR Simulations for Interactive Learning in Canine Muscular Innervation. Demonstration at ISMAR 2019. Beijing, China. [Demo]
- E.44 Sungkajun, A. & Seo, J. H. (2019). Through Miles Apart. Exhibited at ARTECH 2019. Braga, Portugal. [Exhibition]
- E.43 Seo, J. H., Bruner, M., Ayres, N., Bergeron, C., & Pooley, A. (2019). *Upwell*. Exhibited at ISEA 2019. Gwangju, Republic of Korea. [Exhibition]
- E.42 Seo, J. H., Bruner, M., Ayres, N., Bergeron, C., & Pooley, A. (2019). *Upwell*. Performance at the Conference on Tangible, Embedded, and Embodied Interactions (TEI) 2019. Tempe Center for the Arts. Tempe, Arizona. [Performance]
- E.41 Seo, J. H., Smith, B., Bruner, M., Payne, A., Cook, M.\*, Pine, M., Malone, E., Sueda, S., Leal, S., & Heymann, B. (2018). Muscle Action VR: to support embodied learning foundations of biomechanics in musculoskeletal system. Virtual & Augmented Reality at SIGGRAPH ASIA 2018. Tokyo, Japan. Dec. 4-7, 2018. [Demo]
- E.40 Jang, H.\*, Hur, P., Seo, J. H. (2018). *Lotus Flower*. Art Exhibition at the International Symposium on Electronic Art (ISEA) 2018. Durban Art Gallery. Durban, South Africa, 2018. <http://www.isea-international.org/isea2018/wp-content/uploads/2019/02/ISEA2018DURBANwrapup.pdf> [Exhibition]
- E.39 Seo, J. H., Bruner, M.\*, Ayres, N.\* (2018). *Aura Garden: Collective and Collaborative Aesthetics of Light Sculpting in Virtual Reality*. Art Exhibition at CHI Conference 2018 on Human Factors in Computing Systems. Montreal, Canada. [Exhibition]
- E.38 Seo, J. H., Smith, B., Bruner, M., Cook, M.\*, Suh, J., Pine, M., Malone, E., Leal, S., Sueda, S., & Bai, Z. (2017). Anatomy Builder VR: comparative anatomy lab promoting spatial visualization through constructionist learning. Demonstrated at the VR showcase at SIGGRAPH ASIA 2018. Bangkok, Thailand. Nov. 27-30, 2017. [Demo]
- E.37 Seo, J. H., Sungkajun, A.\*, & Cook, M.\* (2017). *InTouch Wearables*. Art Exhibition at the International Symposium on Electronic Art (ISEA) 2017. Manizales, Columbia. [Exhibition]
- E.36 Sanchez, T.\*, & Seo, J. H. (2017). *Prey*. iDEAS Exhibition 2017. Washington DC. [Exhibition]
- E.35 Bologan, A.\*, & Seo, J. H. (2017). *What is "The Human" in the context of post-human?* iDEAS Exhibition 2017. Washington, DC. [Exhibition]
- E.34 Duran, B.\*, & Seo, J. H. (2017). *Sonic City*. iDEAS Exhibition 2017. Washington, DC. [Exhibition]
- E.33 Sanchez, T.\*, & Seo, J. H. (2017). *Prey*. Art Exhibition at the 11th ACM Creativity & Cognition 2017 Conference. Singapore. [acceptance rate: 50%] [Exhibition]
- E.32 Bologan, A.\*, & Seo, J. H. (2017). *What is "The Human" in the context of post-human?*. Art Exhibition at the Creativity & Cognition 2017 Conference. Singapore. [acceptance rate: 50%] [Exhibition]

- E.31 Sanchez, T.\* , & Seo, J. H. (2017). *Prey: De/Composing*. Art Exhibition at the CHI Conference 2017. Denver, CO. [Exhibition]
- E.30 Seo, J. H., Sungkajun, A.\* , & Cook, M.\* (2017). *InTouch Wearables*. Art Exhibition at the Electronic Visualization and The Arts (EVA) London 2017. London, UK. [Exhibition]
- E.29 Sungkajun, A.\* , & Seo, J. H. (2017). *Rainy Garden*. Art Exhibition at the Electronic Visualization and The Arts (EVA) London 2017. London, UK. [Exhibition]
- E.28 Duran, B.\* , & Seo, J. H. (2017). *Sonic City*. Art Exhibition at the Electronic Visualization and The Arts (EVA) London 2017. London, UK. [Exhibition]
- E.27 Seo, J. H., Sungkajun, A.\* , & Cook, M.\* (2017). *InTouch Wearables*. Art Exhibition at the International Symposium on Electronic Art (ISEA) 2017. Manizales, Columbia. [Exhibition]
- E.26 Sungkajun, A.\* , & Seo, J. H. (2017). *Rainy Garden*. Art Exhibition at the International Symposium on Electronic Art (ISEA) 2017. Manizales, Columbia. [Exhibition]
- E.25 Seo, J. H., Sungkajun, A.\* , & Cook, M.\* (2017). *InTouch Wearables: Exploring Ambient Remote Touch in Child-Parent Relationships*. Art Exhibition at the International Conference on Tangible, Embedded and Embodied Interactions (TEI). Yokohama, Japan. [acceptance rate: 15%] [Exhibition]
- E.24 Seo, J. H., Sungkajun, A.\* , & Cook, M.\* (2017). *InTouch Wearables*. LEAP Exhibition. Cloyde Snook Gallery. Adams State University. Alamosa, CO. [Exhibition]
- E.23 Dowdy, L., Bergeron, C., & Seo, J. H. (2016). *Lavishly Light*. Performance at the National Dance Conference. College Station, TX. [Performance]
- E.22 Seo, J. H. (2016). *Immersed*. Open Sky Project Exhibition at the International Symposium on Electronic Art (ISEA) 2016. Hong Kong. [Exhibition]  
Honorable Mention
- E.21 Seo, J. H., Sungkajun, A.\* , & Sanchez, T.\* (2015). *Touchology*. iDEAS Art Exhibition at the iDMAa Conference. Johnson City, TN. [Exhibition]  
Best Innovation Art Award
- E.20 Seo, J. H., Sungkajun, A.\* , Sanchez, T.\* , & Suh, J. (2015). *Grass*. Creative Room Art Exhibition at the ASC (Art, Science, City International Conference) 2015. Valencia, Spain. [Exhibition]
- E.19 Seo, J. H. (2015). *inTouch*. Creative Room Art Exhibition at the ASC (Art, Science, City International Conference) 2015. Valencia, Spain. [Exhibition]
- E.18 Sanchez, T.\* , & Seo, J. H. (2015). *Heartwood*. Creative Room Art Exhibition at the ASC (Art, Science, City International Conference) 2015. Valencia, Spain. [Exhibition]
- E.17 Dowdy, L., Bergeron, C., & Seo, J. H. (2015). *Lavishly Light*. {254} Performance at the {254} Dance-Fest, Waco Cultural Arts Festival. Waco, TX. [Performance]
- E.16 Sanchez, T.\* , & Seo, J. H. (2015). *Prey*. New Text Art Exhibition at the International Symposium on Electronic Art (ISEA) 2015. Vancouver, Canada. [Exhibition]
- E.15 Seo, J. H., & Sungkajun, A.\* (2015). *Touchology*. Art Exhibition at the Augmented World Expo (AWE) 2015. Santa Clara, CA. [Exhibition]
- E.14 Bergeron, C., & Seo, J. H. (2014). *L.E.D 2014*. Performance at the American College Dance Festival Association (ACDFA) Conference 2014. Austin, TX. [Performance]

- E.13 Seo, J. H. (2013). *Grass*. Art Exhibition at the IEEE WHC (World Haptics Conference). Daejun, Korea. [acceptance rate: 57%] [Exhibition]
- E.12 Seo, J. H., & Corness, G. (2012). *Light strings: kinesthetic immersive environment*. In the Proceedings of ACM SIGGRAPH Asia 2012 Art Gallery, Singapore. [acceptance rate: 20%] [Exhibition]
- E.11 Cheng, B. \*, Kim, M. \*, Lin, H. \*, Fung, S. \*, Bush, Z. \*, & Seo, J. H. (2012). *Tangible Origami Light: Tessella*. Art Exhibition at the Sixth International Conference on Tangible, Embodied and Embodied Interactions (TEI) Art and Design Explorations. Kingston, Canada. [Exhibition]
- E.10 Schiphorst, T., & Seo, J. (2011). *Tendrils*. Art Exhibition at the ACM Tangible Embodied Interface TEI'10 Art and Design Explorations. Madeira, Portugal. [accepted rate: 36%] [Exhibition]
- E.9 Schiphorst, T., & Seo, J. (2010). *Tendrils*. Art Exhibition at the ACM Multimedia (MM) '10 Art Exhibition, Palazzo Medici Riccardi. Florence, Italy. [acceptance rate: 30%] [Exhibition]
- E.8 Seo, J., & Corness, G. (2008). *nite\_aura*. Art Exhibition at the ACM Multimedia (MM) '08 Art Exhibition, Telus Science World. Vancouver, Canada. [acceptance rate: 33%] [Exhibition]
- E.7 Johnston, D. J., & Seo, J. (2007). *Amputation Box*. Art Exhibition at the FILE 2007. São Paulo, Brazil. [Exhibition]
- E.6 Seo, J., & Corness, G. (2007). *nite\_aura*. Art Exhibition at the New Interfaces of Musical Expression (NIME) 07. New York, NY. [Exhibition]
- E.5 Seo, J. (2006). *Sky Reverie*. Art Exhibition at the NICOGRAPH International Art Show. Seoul, Korea. [Exhibition]
- E.4 Seo, J. (2006). *Sky Reverie*. Art Exhibition at the International Conference on Advances in Computer Entertainment Technology (ACE) 2006 Art Show. Hollywood, CA. [acceptance rate: 58%] [Exhibition]
- E.3 Seo, J. (2006). *Sky Reverie*. Art Exhibition at the FILE 2006: Electronic Language International Festival. São Paulo, Brazil. [Exhibition]
- E.2 Seo, J. (2006). *Amputation Box*. Sou-Li/Sound Art Exhibition, Visual Arts Gallery. New York, NY. [Exhibition]
- E.1 Johnston, D. J., & Seo, J. (2006). *Amputation Box*. Art Exhibition at the New Forms Festival: Electronic Language International Festival, Vancouver, Canada. [Exhibition]

### Invited Exhibitions / Performances:

- IE.6 Seo, J. H. & Payne, A., Chu, E. S. (2018). *Cybersecurity VR*. Demonstration at Supercomputing Conference 2018, Dallas, TX.
- IE.5 Seo, J. H. & Bruner, M. (2017). *Cybersecurity VR*. Demonstration at Supercomputing Conference 2017, Denver, CO.
- LE.4 TAMU Collaboration Team from Health and Kinesiology Dance Program, Performance Studies, History and Visualization. (2020-2021). *But Where There's Hope There's Life*. Immersive performance in Downtown Bryan and Rudder Theatre.  
Collaborators: Carisa Armstrong, Christine S. Bergeron, Jinsil Hwaryoung Seo, Eman Al-Zubeidi, James R. Ball III, Adam Seippe.
- LE.3 Seo, J. H. (2020). *Upwell: Performative Immersion*. At the group exhibition: *Persist, Resist, Coexist: Works by Women Faculty in the College of Architecture*. August 25-October 15, 2020. Wright Gallery

- LE.2 He, W., Seo, J. H., & Sungkajun, A. (2017). *Kusama Wall*. Exhibited in Trash Makeover Challenge. Austin, TX.
- LE.1 Seo, J. H., Smith, B.\*, Cook, M.\*, Pine, M., & Malone, E.\* (2017). *Anatomy Builder VR*. Interactive Demonstration at the Veterinary Teaching Conference. College Station, TX.

## Invited Exhibitions / Performances State & Local

- LE.15 TAMU Collaboration Team from Health and Kinesiology Dance Program, Performance Studies, History and Visualization. (2020-2021). *But Where There's Hope There's Life*. Immersive performance in Downtown Bryan and Rudder Theatre.  
Collaborators: Carisa Armstrong, Christine S. Bergeron, Jinsil Hwaryoung Seo, Eman Al-Zubeidi, James R. Ball III, Adam Seippe.
- LE.14 Seo, J. H. (2020). *Upwell: Performative Immersion*. At the group exhibition: *Persist, Resist, Coexist: Works by Women Faculty in the College of Architecture*. August 25-October 15, 2020. Wright Gallery
- LE.13 He, W., Seo, J. H., & Sungkajun, A. (2017). *Kusama Wall*. Exhibited in Trash Makeover Challenge. Austin, TX.
- LE.12 Seo, J. H., Smith, B.\*, Cook, M.\*, Pine, M., & Malone, E.\* (2017). *Anatomy Builder VR*. Interactive Demonstration at the Veterinary Teaching Conference. College Station, TX.
- LE.11 He, W., Jenks, M., & Seo, J. H. (2016). *Interactive Installation*. Exhibited in Trash Makeover Challenge. Austin, TX.
- LE.10 Bergeron, C., & Seo, J. H. (2016). *Lavishly Light*. Exhibited in ARTsX TAMU. College Station, TX.
- LE.9 Seo, J. H., & Sungkajun, A\*. (2015). *Touchology*. Exhibited in *Nature/Nature* at The Amity Building. Bryan, TX.
- LE.8 Seo, J. H. (2015). *Interactive Art & Science Collaboration*. Exhibited in ATX LASER. Umlauf Sculpture Garden & Museum. Austin, TX.
- LE.7 Seo, J. (2004). *Sky Reverie*. Art Exhibition at the Thesis Show for MFA Computer Art, School of Visual Arts, Visual Arts Gallery. New York, NY.
- LE.6 Schiphorst, T., & Seo, J. (2010). *Tendrils*. Exhibited in CODE (Cultural Olympiad Digital Edition) Screen, Emily Carr University Gallery. Vancouver, Canada.
- LE.5 Seo, J., Guo, L.\*, & Kim, M.\* (2010). *Grass*. Exhibited in International Digital Media Arts Association Conference (iDMAa) Student Showcase. Vancouver, Canada.
- LE.4 Seo, J., Corness, G., & Yim, J. (2008). *Falling Objects*. Exhibited in Telus World of Science. Vancouver, Canada.
- LE.3 Seo, J., & Corness, G. (2008). *nite\_aura*. Exhibited in E-Mixer, Surrey Art Gallery. Surrey, Canada.
- LE.2 Seo, J., Corness, G., & Yim, J. (2007). *Snowflakes*. Exhibited in Central City Mall. Surrey, Canada.
- LE.1 Seo, J. (2000). *In the Library*. Exhibited in Kyung Hee University Gallery. Seoul, Korea.

## Presentations

### Refereed Presentations/Workshops

- P.25 Wells-Beede, E., Seo, J.H., Kicklighter, C., Garcia, B. \*, Chun, S.W\*. Weston, C., & Mitchell, S. (2021) *Incorporating Mixed Reality on a Continuum in Healthcare*. International Meeting on Healthcare in Simulation (IMSH). Los Angeles, CA. January 14-19, 2022.P.22
- P.24 Seo, J. H. (2021). Remote Virtual Reality Training for Behavioral Health in Nursing Education. Presented at the Poster/Demo Session of CIRCLS' 21: Remake Broadening. September 13-14, 2021. <https://circls.org/circls21-gallery-walk/remote-virtual-reality-training-for-behavioral-health-in-nursing-education>
- P.23 Chun, S. \*, Seo, J.H., Kicklighter, C., & Wells-Beede, E. (2021) Haptic-enabled VR for Leopold's maneuver in nursing education. International Meeting in Simulation Healthcare (IMSH). Los Angeles, CA. January 14-19, 2022.
- P.22 Wells-Beede, E., Seo, J. H., Kicklighter, C., Chun, S. W. \*, Garcia, B. \*, Weston, C. & Mitchell, S. (2021). Utilization of Mixed Reality Technology in Healthcare Professions. In the education Program of (International Nursing Association for Clinical Simulation and Learning (INACSL) Virtual Conference 2021. <https://www.eventscribe.net/2021/INACSL/agenda.asp?BCFO=&pf=FullSchedule&tn=&cpf2=&cus2=&pta=&all=1&mode=>
- P.21 Seo, J. H. (2020). Empowering Older Adults through Active Art and Technology Making: Case Study with residents in nursing homes. Presented at NOAH (National Organization for Arts in Health) Conference 2020. Virtual.
- P.20 Wells-Beede, E., Seo, J.H., Kicklighter, C., Garcia, B. \*, Chu, S.W.\* & Doyel, M. (2020) *Utilization of mixed reality in healthcare profession's education*. Excellence in Virtual IPE Learning Today for a Better Healthcare Tomorrow. Texas IPE Consortium Workshop 12/2020.
- P.19 Seo, J. H. (2018). *Developing an Interactive Art Workshop to Improve Older Adults' Health and Well-being*. Symposium: Innovative Arts- and Media- Based Approaches in Promoting Health and Well-Being for Older Adults. 2018 APA Convention. San Francisco. CA. August 2018.
- P.18 A-Zubeidi, E. \*, Michalsky, C.\*, Sykora, S.\*, Toler, L. \*, & Seo, J. H. (2017) *One Step: Addressing Global Issues Through an Interactive Art*. International Digital Media Arts Association (iDMAa) 2017. Washington, DC.
- P.17 Seo, J. H., Pine, M., & Suh, J. (2017) *Creative Anatomy Collective: Promoting Anatomy Education*. College Art Association Conference (CAA) 2017. New York, NY.
- P.16 Seo, J. H., & Pine, M. (2016). *Immersive Technologies for Anatomy Education*. Immersive Technology Conference 2016. Houston, TX.
- P.15 Seo, J. H. (2016). *Material Exploration for Soft Object Design in Young Children's Tangible Interaction with a Tablet*. Presentation at the Paper Panel: Technology Mediated Making with Children. Special Topic Meeting of Society of Research in Child Development, Technology and Media in Children's Development. Irvine, CA.
- P.14 Seo, J. H. (2016). *Design Exploration of Parent-Child Distant Interaction Through Interactive Wearables*. iDMAa 2016. Winona, MI.
- P.13 Dura, B.\*, Lane, A.\*, & Seo, J. H. (2016). *Immersion Amplification Through 3D Spatial Audio*. iDMAa 2016. Winona, MI.
- P.12 Sanchez, T.\*, & Seo, J. H. (2016). *De/composing*. iDMAa 2016. Winona, MI.



- P.11 Sanchez, T.\* , & Seo, J. H. (2016). *Heartwood*. iDMAa 2016. Winona, MI.
- P.10 Seo, J. H. (2016). *InTouch: Ambient Remote Communication in Parent-Child Relationships*. International Symposium of Electronic Arts (ISEA) 2016. Hong Kong.
- P.9 Lane, A.\* , Duran, B.\* , & Seo, J. H. (2016). *Sound Painting*. International Symposium of Electronic Arts (ISEA) 2016. Hong Kong.
- P.8 Sanchez, T.\* , & Seo, J. H. (2016). *Heartwood*. International Symposium of Electronic Arts (ISEA) 2016. Hong Kong.
- P.7 Seo, J. H. (2015). *Touchology: Interactive Plant Art for Well-being*. iDMAa 2015. Johnson City, TN.
- P.6 Seo, J. H. (2015). *Introduction of Soft Interaction Lab and the Department of Visualization at Texas A&M University*. International Symposium of Electronic Arts (ISEA) 2015. Vancouver, Canada.
- P.5 Seo, J. H. (2015). *One ARnatomy*. Augmented World Expo (AWE) 2015. Santa Clara, CA.
- P.4 Seo, J. H., & Bergeron, C. (2014). *Programmers and dancers, can we live together?: lessons from collaborative interactive performances*. International Digital Media and Arts Association (iDMAa) 2014. Orem, UT.
- P.3 Bergeron, C., & Seo, J. H. (2014). *Interactive Performance: A collaboration between Visualization and Dance*. Nation Dance Education Organization (NDEO) Conference 2014. Chicago, IL.
- P.2 Seo, J., & Corness, G. (2008). *Towards Phenomenological Investigation of a Ludic interface, nite\_aura*. Paper presented at the International Symposium on Electronic Art (ISEA) 2008. Singapore.
- P.1 Seo, J., & Gromala, D. (2008). *Using bio-feedback data in a ludic interactive artwork*. Paper presented at the International Symposium on Electronic Art (ISEA) 2008. Singapore.

### **Invited Keynote + Presentations: International & National**

- IP.11 Seo, J. H. (2022). *Interactive Art/Design for Embodied Immersion*. Invited Talk at University of Missouri at Kansas City.
- IP.10 Seo, J. H. (2019). *Interaction Design for Embodied Immersion*. Invited Talk at Hanyang University ERICA Campus. Ansan, Korea.
- IP.9 Seo, J. H. (2019). *Design Exploration for Body*. Invited talk at KAIST (Korea Advanced Institute of Science & Technology), Daejeon, Korea.
- IP.8 Seo, J. H. (2016). *Art Practice Based Interaction Design*. KAIST (Korea Advanced Institute of Science & Technology), Daejeon, Korea.
- IP.7 Seo, J. H. (2016). *Interaction Design inspired from Art Practices*. UNIST (Ulsan National Institute of Science and Technology), Ulsan, Korea.
- IP.6 Seo, J. H. (2016). *Augmented Reality for Communication*. Kyung Hee University, Seoul, Korea.
- IP.5 Seo, J. H. (2016). *Soft Interaction for Connectedness and Wellbeing*. ACM Multimedia TPC Workshop. New York, NY.
- IP.4 Seo, J. H. (2014). *Tangible Interaction Design for learning Gross Anatomy*. Augmented Reality in Formal and Informal Education in Birds of a Feather at ACM SIGGRAPH 2014. Vancouver, Canada.

- IP.3 Seo, J. H. (2013). *Haptic Aesthetics*. **Keynote Speech** at International Workshop on Haptic and Audio Interaction Design (HAID) 2013. Daejeon, Korea.
- IP.2 Seo, J. (2011) *Design Methodology*. Emily Carr University of Art and Design. Vancouver, Canada.
- IP.1 Seo, J. (2008). *Introduction of Alternative Immersive Environments*. Soong Shil University, Seoul, Korea.

### Invited Presentations: State & Local

- IL.10 Wells-Beede, E., Seo, J. H., Kicklighter, C., Garcia, B., Chun, S. W., & Doley, M. (2020). Utilization of Mixed Reality Technology in Healthcare Profession's Education. Texas IPE Consortium Workshop. Dec. 15, 2020. Online.
- IL.9 Seo, J. H. & Payne, A. (2019). Virtual Reality and Performance. Presentation at ACDA South-Central Conference.
- IL.8 Seo, J. H. (2019). *Immersive Innovations in Anatomy Education*, Presentation at the 4<sup>th</sup> Annual Korean Women in Science and Engineering TX Annual Conference (Co-hosted by KWISE and KSEA South TX). Houston. TX. May 2019.
- IL.7 Seo, J. H. (2018). *Embodied Immersion in VR*. Panel (Emerging Technologies in Immersive Experiences) Presentation at the Infinity Festival at Fort Worth Museum of Science and History. Fort Worth. TX. July 2018.
- IL.6 Seo, J. H. (2018). Creative Engagement to Support Older Adults' Health and Wellbeing. Presented at The Symposium of Future of Healthcare at Texas A&M University. April. 2018.
- IL.5 Seo, J. H. (2018). Panel presentation at SXSW.
- IL.4 Seo, J. H. & Smith, B. (2018). Building Anatomy: How the Creative Anatomy Collective Created a Virtual Reality Anatomy Learning Tools at Texas A&M. Virtual Reality Summit. Houston Community College, April. 2018.
- IL.3 Malone, E., Seo, J. H., Cook, M., Earl, N., Zahourek, J., Pine, M. (2018). Effects of Supplementing the Deconstructive Process of Dissection with the Constructive Process of Building Muscles in Clay. 2018 CVM Teaching Showcase. Texas A&M University. January 2018.
- IL.2 Malone, E. \*, Pine, M., & Seo, J. H. (2017). *An Interactive Simulation Model to Improve Students' Ability to Visualize Movement*. Presentation at the Veterinary Teaching Conference. College Station, TX.
- IL.1 Pine, M. Malone, E. \*, Seo, J. H., House, F., Bergeron, C., & Smith, B. (2017). *Creative Anatomy Collective: Using Artistic Practices to Foster Student Engagement*. Presentation at the Veterinary Teaching Conference. College Station, TX.

# TEACHING / ADVISORY ACTIVITIES

## Teaching

### Teaching Areas:

Interactive Arts, Interactive Performance, Wearable Design, Interaction Design, User Interface Design, Game Design, Virtual Reality, Augmented Reality, Spatial Interaction Design

### Courses Taught at Texas A&M University

VIST 477/677, Virtual Reality (3 Credits)

CSCE 446/650, Virtual Reality (3 Credits)

VIST 357, Interaction Design (3 Credits)

VIST 370, Interactive Virtual Environments (3 Credits)

VIST 374, Multimedia Design (3 Credits)

VIST 205, Principles of Design III (3 Credits)

VIZA 630, Contemporary Art Studio and Seminar I (4 Credits)

VIZA 614, Form, Installation and Environment (3 Credits)

VIST 206, Visual Studies Studio I (4 Credits)

VIST 305, Visual Studies Studio II, Interactive Design Section (3 Credits)

VIST 405, Visual Studies Studio III, Interactive Design Section (3 Credits)

VIST206/305/405 Vertical Studio, Interactive Design Section (3 Credits)

ARTS 308, Sculpture (3 Credits)

VIST489/VISA 689, SPTP: Interactive Performance & Technology (3 Credits)

VIZA 689, SPTP: Professional Practice (4 Credits)

### Course Taught at KAIST, South Korea

Body interface Design (3 Credits)

### Courses Taught at Simon Fraser University

Body Interface (3 Credits)

Materials in Design (3 Credits)

Interdisciplinary Design Studio I and II (3 Credits)

Wearable Technologies, Experience Design Studio (3 Credits)

## Student Advising

Chaired 17 grad students' committees (1 PhD, 6 MFA & 10 MS).

Currently chairing 7 graduate students' committees (1 PhD, 3 MFA & 3 MS committees).

Served 21 graduate committees for MFA, MS, MA, MAR (7 PhDs, 12 Masters).

Advised 12 undergraduate research scholars.

## Student Exhibitions / Performances That I Supervised

US, Immersive Music Concert Black Box in the Liberal Arts Building, Texas A&M University, College Station, TX Elvis Bendana Rivas's thesis show	2019
Koresh Art Exhibition Rudder Exhibition Place, Texas A&M University, College Station, TX Interactive Art Exhibition by 6 Students from VIZA 614	2019
Interactive Showcase Langford C206, Texas A&M University, College Station, TX Interactive media design studio and undergraduate research students.	2019
Embodied Immersion Exhibition Wright Gallery, Texas A&M University, College Station, TX Interactive Art Exhibition by 6 Students from VIZA 614	2018
Interactive Showcase Langford C206, Texas A&M University, College Station, TX Interactive media design studio and undergraduate research students.	2018
Dynamic Exhibition Texas Gallery, Art Council of Brazos Valley, College Station, TX Interactive Art Exhibition by 10 Students from VIZA 614	2017
Interactive Showcase Langford C206, Texas A&M University, College Station, TX Interactive media design studio and undergraduate research students.	2017
Interactive Projection Mapping for <i>Grove</i> Graduate and undergraduate visualizations	2017
Reed Arena Court Projection Mapping Reed Arena at Texas A&M University VIST 491 research students created two projection mapping projects	2017
EM(BODY)MENT Texas Gallery, Art Council of Brazos Valley, College Station, TX Interactive Art Exhibition by 8 Students from VIZA 614	2017
Creative Anatomy VIZ North Gallery, Bryan, TX Exhibition by 25 Anatomy Honors Students from Biomedical Science	2016

Reel Time Texas Gallery, Art Council of Brazos Valley, College Station, TX Animation/Time-based Art Show Curated by students from VIZA630	2015
Water Tower Project Tower Point, College Station, TX Projection Mapping Show by 13 undergraduate students from VIST305	2015
VIZ North Open House, Exhibition VIZ North Studio, Bryan, TX VIZA 630 and 614 classes had open houses and exhibitions at the VIZ North Studio for each semester since 2015	2015 – Present
Interactive Performances	2014 – 2015
Proximity Texas Gallery, Art Council of Brazos Valley, College Station, TX Interactive art exhibition	2014
Play Texas Gallery, Art Council of Brazos Valley, College Station, TX Interactive art exhibition	2013

## SERVICE ACTIVITIES

### Department Level at Texas A&M Univ.

Graduate Curriculum Redesign Committee	Chair	2021 – present
Academic Affairs Committee	Member	2021 – present
Curriculum Subcommittee for Technical Arts	Chair	2021 – present
Annual Faculty Review Committee	Member	2021
Undergraduate Curriculum Redesign Task Force	Member	2020 – present
Presidential joint hire search committee (Psychology and Visualization)	Member	2020 – 2021
Promotion & Tenure Committee	Member	2018 – present
Faculty Search Committee (Gaming and Interactive Media)	Member	2018
Graduate Program Committee	Member	2011 – Present
Undergraduate Program Committee	Member	2012 – 13, 2019 - 20
Graduate Admissions Committee	Member	2011 – 2015
PhD Proposal Committee	Member	2011 – Present
Faculty Hiring Committees (Traditional Art, Game, Art History)	Member	2013, 2014 – 2015
Faculty Advisor for Junior Students	Faculty Advisor	2015 – 2017
HCI in VIZ Group	Member	2016 – Present
SXSW TAMU Exhibition	Faculty Advisor	2017

## College Level at Texas A&M Univ.

College Academic Affair Committee	Member	2021 – present
College Graduate Program Committee	Member	2021 – present
Outstanding Alumni Selection Committee	Member	2020 – Present
College Symposium Planning Group	Member	2019
College Diversity Council	Member	2015 – 2016
Wright Gallery Curation Committee	Member	2013 – 2014
IT committee, College of Architecture	Member	2013
Hiring committee for the director of Center for Health Systems and Design	Member	2015 – 2016
Earth Day Installation	Facilitator	2016

## University Level at Texas A&M Univ.

SEC Travel Grant Selection Committee	Member	2020, 2021
Presidential X Grant Review Committee	Member	2021
AVPA (Academy of Virtual and Performing Arts) Board	Member	2020-present
Grand challenge: STEM education Workshop	Member	2015
Faculty Hiring Committee in Dance Program	Member	2014

## Professional Services

### International Program Committees & Scholarly Reviewing

International Association of Societies of Design Research	Associate Chair	2021
X Grant Review Committee	Member	2021
AVPA (Academy of Virtual and Performing Arts) Board	Member	2020-present
Faculty Hiring Committee in Dance Program	Member	2014
TEI Work in Progress Session	Co-Chair	2021- Present
IUI 2021 Poster & Demo Session	Co-Chair	2020-2021
Journal reviews for MDPI	Reviewer	2020
Paper Review for UIST 2020	Reviewer	2020
ISEA 2020 Conference	Session Chair	2020
Journal article review for Cubic Journal	Reviewer	2020
Reviewer for IEEE Computer Graphics and Applications Journal	Reviewer	2019
NSF Review Panel	Panelist	2019
NEA Research: Arts Review Panel	Panelist	2019
SIGGRAPH Review for Emerging tech, Studio, Courses	Reviewer	2019

SIGGRAPH Asia Art Gallery/Paper Review	Reviewer	2019
NSF Virtual Review Panel	Panelist	2018
Review for Early Childhood Research Quarterly Special Edition	Reviewer	2017
IDEC scholarship review committee	Reviewer	12/2016
IEEE VR 2016 Mixed Reality Art Workshop	Co-chair	2016
Multimedia Art, Entertainment and Culture of ACM Multimedia	AC	2015
Art Exhibition Co-curator for iDMAA Conference (International Digital Media and Arts)	Co-curator	2016
Review for Journal of Art for Life	Reviewer	2015 – 2017
International Symposium of Electronic Arts (ISEA)	PC member	2014 – 2019
Review for ACM CHI TEI (International Conference on Tangible, embedded and Embedded Interaction)	Reviewer	2014 – Present
Review for ACM CHI (Conference on Human Factors in Computing Systems)	Reviewer	2014 – Present
Review for ACM DIS (Designing Interactive Systems)	Reviewer	2012 & 2014
Review for WIPTTE (Workshop on the Impact of Pen and Touch Technology on Education)	Reviewer	2014
Art Exploration TEI	Jury Member	2012 & 2017
Paper Review, Perth DAC	Reviewer	2007

## Outreach

Art & Science Workshops, College Station/Bryan, TX	2012 – Present
Downtown Bryan First Fridays, Bryan, TX	2014 – Present
The City of College Station Special Event Department, College Station, TX	2015
Arts Council of Brazos Valley. College Station, TX	2013 – Present
Children’s Museum of Brazos Valley. Bryan, TX	2013
Brazos Valley Rehabilitation Center. Bryan, TX	2014 – 2015
Isle at Watercrest, Assisted Living Facility. Bryan, TX	2014 – Present
Green Prairie Elementary School. College Station, TX	2014
Brazos Creative School, Bryan, TX	2016 – 2018
Dallas Museum of Arts. Dallas, TX	2014 – 2015
Ageing Regional Meeting from the City of Bryan, Bryan, TX	2015
Brazos School for Inquiry and Creativity, Bryan, TX	2015 – Present
St. Joseph Manor Nursing Home, Bryan, TX	2017

Southwood community center, College Station, TX	2017
Broadmoore Assisted Living, Bryan, TX	2018

## **Memberships**

Member, National Organization of Arts in Health (NOAH)	2020 – Present
Member, The Institute of Electrical and Electronics Engineers (IEEE)	2016 – Present
Member, College Art Association (CAA)	2016 – Present
Member, International Digital Media and Arts Association (IDMAA)	2014 – Present
Member, National Dance Society (NDS)	2016 – Present
Member, National Dance Education Organization (NDEO)	2014
Member, Association for Computing Machinery (ACM)	2007 – Present