

Jim Bizzocchi

Associate Professor, School of Interactive Art + Technology
Simon Fraser University, Canada
E: jimbiz@sfu.ca
www.ambientvideo.ca

Education

M.S., Comparative Media Studies, Massachusetts Institute of Technology,
Cambridge, MA, USA, 2001

B.A., Psychology, University of Michigan, Ann Arbor, MI, USA, 1968

Employment

Currently Professor Emeritus, School of Interactive Arts and Technology, Simon
Fraser University, Surrey, BC.

Associate Professor, School of Interactive Arts and Technology, Simon Fraser
University, Surrey, BC, 2002 to 2017

Associate Professor, Technical University of British Columbia, Surrey, BC, 2001 to
2002

Faculty, Media Resources Program, Capilano College, North Vancouver, BC, 1971 to
2001

Artworks

2018-19 *Berlin Remix* (Producer/Director, generative video documentary, in progress)

2018 *Triptych: Ambient Landscapes* (Producer/Director, 3-screen installation)

2018 *Ambient Landscapes* (Producer/Director, generative video installation)

2016 *Seasons II* (Creative Director-Video, generative video installation)

2015 *Seasons* (Creative Director – Video, generative video installation)

2014 *Mediascape* (Creative Director-Video, 2014, generative video installation) Lumen
Prize (Top 100)

2007 *Rockface II* (Producer/Director/, 2007, video, colour, 8 min)

2007 *Winterscape* (Producer/Director/Second Camera, video, colour, 15 min)

2004 *Streaming Video II* (Producer/Director/Cinematographer, video, colour, 20 min).

2004 *Streaming Video* (Producer/Director/Cinematographer, video, colour, 8 min).

2002 *Rockface* (Producer/Director, video, colour, 11 min).

Gallery Exhibits

Living Things Festival, Kelowna BC, February 9, 2019. *Ambient Landscapes*, (Jim
Bizzocchi, video; Arne Eigenfeldt, audio).

Crossing Boundaries: IAST2018 Symposium (Interactive Art, Science, and Technology in Western Canada), October 25-27, 2018. University of Lethbridge, AB, Canada. *Ambient Landscapes*. (Jim Bizzocchi, video, Arne Eigenfeldt, audio).

Gallery Exhibit, ELO2018, Montreal, Canada, August 13-17, 2018. Browser-based work featuring generative documentary film. *Berlin Remix*.

ICMC2018, International Computer Music Conference (ICMC), Art Installation. Daegu, Korea, August 5-10, 2018. <<https://icmc2018.org/installations-pgm-2/>>. *Ambient Landscapes*. (Jim Bizzocchi, video, Arne Eigenfeldt, audio).

Surrey Art Gallery, Surrey, Canada, February 24, 2018 - January 27, 2019. *Triptych: Ambient Landscapes*. Three-screen video installation, featuring *Cycle* and *Winterscape*, together with new work of computationally generated video and music (*Ambient Landscapes*). Generative video created by Jim Bizzocchi. Music and sound software (musebots) created by Arne Eigenfeldt. <<http://www.surrey.ca/culture-recreation/25472.aspx>>

"Reconstructed Landscapes", at the Whyte Museum of the Rockies, June 19 - October 16, 2016, Banff, Canada. Single-screen video. *Seasons II*.

ELO Media Arts Festival, June 10-12, 2016, Victoria, Canada. Single screen video. *Seasons II*

Generative Art 2015, December 9-11, 2015, Venice, Italy. Single-screen video. *Seasons*.

SFU 50th Anniversary Celebration exhibit, Goldcorp Centre for the Arts, Simon Fraser University, September 18-October 16, 2015. Vancouver, BC. Single-screen video. *Seasons*

Emily Carr University of Art and Design Media Gallery, August 18-23, 2015, Vancouver BC. Generative video, audio sound installation. *Seasons*.

Lumen Prize 2015 Online Gallery - Top 100 selection. Digital video. *Mediascape*

Electronic Literature Organization Gallery (peer reviewed), Madison, Wisconsin, June 19-21, 2014. Single-screen generative video installation. *Re:Cycle 3*.

"Blurred Lines" curated exhibit at Emily Carr University of Art and Design. August 8-23, 2014. Single-screen generative video, audio, sound installation. *Mediascape*.

Digital Humanities Summer Institute, Victoria, BC, June 6, 2013. *Cycle*. In "*Exploring the Electronic Literary Landscape of the Pacific Northwest* (Electronic Literature Exhibit)". Curated by Dene Grigar and Brenda Grell (Washington State University).

"Where Do We Stop and They Begin", Audain Gallery, Vancouver, BC, June 21-29, 2012. Single screen generative video installation. *Re:Cycle 2*.

ELO2012 Media Arts Show, Morgantown, WV, June 20-23, 2012. Single screen generative video installation. *Re:Cycle 2*.

IDEAS 10: Art and Digital Narrative Exhibition, (iDMAa Conference), Vancouver, BC, Nov. 2-7, 2010. Two-screen video installation. *Cycle/Re:Cycle*

New Forms Festival Screening, Vancouver BC, Sept. 10 - 18, 2010. Video. *Cycle* and *Winterscape*.

"A Series of Staggering Film and Video Events", Durham Art Gallery, Durham, Ontario, July 22-25, 2010. Two single-screen videos. *Winterscape* and *Streaming Video*.

MIT Comparative Media Studies Exhibition, Cambridge MA, April 22-23, 2010. Single-screen video. *Cycle* and *Winterscape*.

mediartZ: Art as Experiential, Art as Participatory, Art as Electronic, North Bank Artists Gallery, Vancouver WA, October 2-31, 2009. Single screen video. *Winterscape, Rockface II, Long Falls.*

Modern Alchemy” “The Creative Mind: Illusions and Perceptions”, Science World, Jan 31, 2009. Vancouver BC. Single-screen video. *Winterscape, Streaming Video, Rockface II.*

Pixel Pops, Krannert Art Museum, University of Illinois at Champagne, November 4, 2008 - January 4, 2009. *Winterscape.*

Design Cinema, Art Exhibition, Istanbul, Turkey, Nov 19-22, 2008. *Winterscape.*

Intersections Digital Studio - Video Exhibition, Emily Carr University, Vancouver BC, Nov 3, 2008; *Winterscape.*

809 International New Image Art Festival, Three Gorges area, China, July 25-August 5, 2008; *Winterscape/Streaming Video/Rockface II.*

Visionary Landscapes - Conference of the Electronic Literature Organization, May 29 - June 1, 2008, Vancouver, WA; *Winterscape.*

Peter Whyte Museum, Banff, Alberta, January to April, 2007, Banff AB; *Rockface, Streaming Video, and Winterscape.*

VidFest, Emily Carr Institute of Art, 2006: Group exhibit including *Rockface* and *Streaming Video*

Video Painting Group Exhibition (with nomlg and Malcolm Levy), Next Wave Festival: 100 Points of Light, Melbourne, Australia, March 15-27, 2006. *Streaming Video* and *Rockface.*

ACE (ACM SigCHI - Computers in Entertainment), Demo, June 14-16, 2006, Hollywood CA; *Winterscape.*

"Creative Process and Artefact Creation: Practice, Digital Media and Support Tool", 5th Creativity and Cognition Conference, Art Program, London, UK, April 12-15, 2005. *Streaming Video.*

New Forms Festival 2004, Video Painting Gallery, *Rockface* and *Streaming Video.*

New Forms Festival 2003, Audio/visual night. July 30, 2003, Vancouver, BC. *Rockface*

Film and Video Festivals

Macon Film Festival, Macon, Georgia, Feb 17-20, 2011. Video. *Cycle.*

Zero Film Festival, New York, NY, Nov. 13-20, 2010. Video. *Cycle.*

Costa Rica International Film Festival, Montezuma Costa Rica, November 18 - 21, 2010. Video. *Cycle.*

Illinois International Film Festival (IIFF), Chicago, Illinois, Nov. 5, 2010. Video. *Cycle.*

Los Angeles Reel Film Festival, Los Angeles, Oct. 5th 2010. Video. *Cycle.*

PikselSavers - Meta.Morf Biennial, Trondheim, Norway Oct. 7 – Nov. 7, 2010. Video. *Long Falls.*

Okanagan Film and Video Festival, Kelowna, July 22-25, 2010. Video. *Cycle*

Athens International Film and Video Festival, Athens, Ohio, April 27, 2010. Video. *Cycle.*

Hyperrhiz.06. Summer 2009. [online peer-reviewed journal - art section] Video. *RockfaceII/Streaming Video.*

International Symposium on Computational Aesthetics in Graphics, Visualization and Imaging 2009, Art Program Screening, Victoria, BC, Canada May 28-30, 2009; *Winterscape*.

British Film Festival LA, Los Angeles, CA, May 2009; *Winterscape*, Winner - Best International Short.

Swansea Bay Film Festival 2008, Wales UK; *Winterscape*. Nominated for Best Avant-Garde Film.

Houston World Film Fest, April 11-20, 2008, USA; *Winterscape*; Silver Award, Experimental Film Category.

Byron Bay Film Festival, Feb 29-Mar 8, 2008, Australia; *Winterscape*.

Victoria Film Festival, February 1-10, 2008, Victoria BC; *Winterscape*.

Cineworks special event, Dec 14, 2007, Vancouver BC; *Winterscape*.

Banff Summer Arts Festival, August 2007, Banff AB; *Streaming Video* and *Winterscape*.

Liminal Screen Artist Residency, Banff Centre for the Arts, Artist's Screening, March 2007, Banff AB; *Cycle*.

Victoria Independent Film Festival, Feb. 2 - 11, 2007, Victoria BC; *Streaming Video*.

Academic Publications

1. Books, book chapters, journals

- Fortin, C. Hennessy, K. and Bizzocchi, J. (2020) "Navigating the Cyber Museum: Reconstructing Indigenous Living History in *A Journey into Time Immemorial*", *Leonardo*. Vol. 53, No. 1, February 2020. [publication pending]
- Bizzocchi, J. (2019) "Ambient Art and Electronic Literature", in *Electronic Literature: Contexts, Forms, and Practice*, eds. James O'Sullivan, Dene Grigar, Bloomsbury Press, forthcoming.
- Fortin, C., Hennessy, K., and Bizzocchi, J. (2017) "Navigating the museum: Reconstructing history with digital affordances in *A Journey into Time Immemorial*". *Leonardo Journal*. [Posted Online August 07, 2017. https://doi.org/10.1162/LEON_a_01545]
- Turner, J.O., Nixon, M., and Bizzocchi, J. (2015) "SL-Bots: Automated and Autonomous Performance-Art in Second Life." *New Opportunities for Artistic Practice in Virtual Worlds*, ed. D. Doyle (pp. 263-389). Hershey, PA: IGI Global. doi:10.4018/978-1-4666-8384-6.
- Eigenfeldt, A., Thorogood, M., Bizzocchi, J., and Pasquier, P. (2014) "Mediascape: Towards a Video, Music, and Sound Metacreation." *CITAR Journal of Science and Technology of the Arts*. Vol. 6, No. 1 (2014).
- Nixon, M., and Bizzocchi, J. (2014) "Interaction Images promote Character Identification in Heavy Rain." *Well Played Journal*, 3(1), 43-64.
<<http://press.etc.cmu.edu/content/volume-3-number-1>>
- Bizzocchi, J. and Tanenbaum, T. (2012) "Mass Effect 2 - A Case Study in Game Narrative". *Bulletin of Science, Technology, & Society*, vol. 32 no. 5, October 2012, pp. 393-404. doi: 10.1177/0270467612463796.
- Bizzocchi J., Lin, B., and Tanenbaum, T. (2011) "Games, Narrative, and the Design of Interface". *International Journal of Arts and Technology (IJART)*, Special Issue on: "Interactive Experiences in Multimedia and Augmented Environments", eds. Teresa Romão and Nuno Correia, Vol. 4, No. 4, 2011, pages 260-277.
- Bizzocchi J., and Tanenbaum, T. (2011) "Well Read: Applying Close Reading Techniques to Gameplay Experiences". *Well-Played 3.0*, ed. Drew Davidson, pgs. 218-315. ETC Press, Pittsburgh, PA.
- Bizzocchi, J. (2010) "Ambient Video - the Emergence of a New Video Form". *Cross-Media Communications: an Introduction to the Art of Creating Integrated Media Experiences*, Drew Davidson ed., Section 3, Chapter 7, ETC Press, Pittsburgh, PA, 2010. <<http://www.etc.cmu.edu/etcpress/content/chapter-7-entertainment-and-art>>
- Wei, H., Bizzocchi, J., Calvert, T. (2010) "Time and Space in Digital Game Storytelling". *International Journal of Computer Games Technology*, Volume 2010, Article ID 897217, 23 pages. doi:10.1155/2010/897217
<<http://www.hindawi.com/journals/ijcgt/2010/897217.html>>
- McCracken, J., Turner, J., Bizzocchi, J. (2010) "Participant-Observation as a Method for Analyzing Avatar Design in User-Generated Virtual Worlds". *Handbook of Research on Methods and Techniques for Studying Virtual Communities: Paradigms and Phenomena*, ed. Ben Kei Daniel, IGI Global, Hershey, PA, 2010.
- Bizzocchi, J. (2010) "The Role of Narrative in Educational Games and Simulations", *Simulation and Advanced Gaming Environments for Learning: Outcomes and*

- Lessons from the SAGE Project*, eds. Kaufman, D., and Sauve, L., Chapter 4, pp. 68-83. IGI Global, Hershey PA, 2010.
- Bizzocchi, J. (2010) "Le rôle de la narration dans les jeux et simulations éducatifs". *Guide Réflexif Pour Les Enseignants Et Les Éducateurs*, eds. Louise Sauvé et David Kaufman, pp. 95-116. Presses de l'Université du Québec, Québec PQ, 2010. (French translation of "The Role of Narrative in Educational Games and Simulations")
- Bizzocchi, J., and Schell, R. (2009) "Rich-Narrative Case Study for Online PBL in Medical Education". *Academic Medicine*, v. 84, n. 10, pgs. 1412 - 1418, October, 2009.
- Tanenbaum, T. and Bizzocchi, J., (2009) "Close Reading Oblivion: Character Believability and Intelligent Personalization in Games". *Loading: the Journal of the Canadian Game Studies Association*. Vol 3, No 4 (2009). <
<http://journals.sfu.ca/loading/index.php/loading/> >
- Bizzocchi, J. and Ben Youssef, B. (2009) "Ambient Video, Slow Motion, and Convergent Domains of Practice". *Handbook of Research on Computational Art and Creative Informatics*, eds. Braman, J., Vincenti, G. and Trajkovski, G, Chapter 4. Information Science Reference, May 2009.
- Ben Youssef, B., Bizzocchi, J. (2008) "Video Slow-Motion: A Shared Methodological Approach". *International Journal of Computational Science*, 2008, Vol. 2, No. 1, 61-81.
- Bizzocchi, J. (2008) "The Aesthetics of the Ambient Video Experience". *Fibreculture Journal*, 2008, Issue 11,
<http://journal.fibreculture.org/issue11/issue11_bizzocchi.html>
- Bizzocchi, J. (2008) "Ambient Video: The Transformation of the Domestic Cinematic Experience". *Small Tech: The Culture of Digital Tools*, eds. Byron Hawk, David Rieder, and Ollie Oviedo. University of Minnesota Press, February 2008.
- Johnson, K. and Bizzocchi, J. (2008) "Lost Cause: An Interactive Film Project". *The Journal of the International Digital Media and Arts Association*, Volume 5, Number one, pages 42 - 49, Fall 2008.
- Bizzocchi, J. (2007) "Games and Narrative: An Analytical Framework". *Loading: the Journal of the Canadian Game Studies Association*, July, 2007, vol. 1, #1, pgs. 5 - 10.
- Wakkary, R., Hatala, M., Lovell, R., Droumeva, M., Antle, A., and Bizzocchi, J. (2007) "socio-ech(h)o: Ambient Intelligence and Gameplay", in *Worlds in Play: International Perspectives on Digital Games Research*, eds. Suzanne de Castell and Jennifer Jenson. Peter Lang Publishing Group, 2007, pp. 207-219.
- Bizzocchi, J. (2006) "Video as Ambience: Reception and Aesthetics of Flat-Screen Video Display", *Journal of Moving Image Studies*, Vol. 5, 2006.
<<http://www.avila.edu/journal/index1.htm>>
- Goodman, D., Bradley, N., Paras, B., Williamson, I.J., & Bizzocchi, J. (2006). "Video gaming promotes concussion knowledge acquisition in youth hockey players". *Journal of Adolescence*, 2006 Jun;29(3):351-60.
- Bizzocchi, J. (2004) "Video as Ambience: Reception and Aesthetics of Flat-Screen Video Display", *Crossings Electronic Journal of Art and Technology*, ISSN 1649-0460. Issue 4.1, December 2004. <<http://crossings.tcd.ie/issues/4.1/>>

Bizzocchi, J. and Rob Woodbury. (2003) "*Ceremony of Innocence and the Subversion of Interface: A Case Study in Interactive Narrative*", for *Simulation & Gaming: An Interdisciplinary Journal of Theory, Practice, and Research* - Special Issue on the art and science of design, Vol. 34, December 2003, pp. 550-568.

2. Conference and Scholarly Presentations

a. Proceedings

- Bizzocchi, J. & Muntean, R. (2018) Micronarrative, Virtual Reality, and Medium Specificity: Circa 1948 as VR installation and Mobile App, *Proceedings of the 2018 Conference of the Electronic Literature Organization*, Aug 13-17, 2-18, Montreal, QB, Canada (accepted - publication pending)
- Bizzocchi, J., Eigenfeldt, A., Pasquier, P., Fan, J., Fang, L. (2017) "Berlin Remix", *Proceedings of EVA2017*, July 11-13, 2017, London UK.
[<http://ewic.bcs.org/content/ConWebDoc/58076>]
- Sun, P., Carlson, K., Bizzocchi, J., Schiphorst, T. (2017) "Urban Mesh: Exploring Data, Biological Processes and Immersion in the Salmon People", *Proceedings of the 23rd Conference of the International Symposium on Electronic Arts (ISEA2017)*, June 11-18, Manizales, Columbia.
- Fan, J., Pasquier, P., Fadel, L., and Bizzocchi, J. (2017) "ViVid: A Video Feature Visualization Engine," In *Proceedings of the 19th International Conference on Human-Computer Interaction*, Vancouver, Canada, July 9-14, 2017. Part of *Lecture Notes in Computer Science* book series, eds: Aaron Marcus and Wentao Wang. Springer: Design, User Experience, and Usability: Understanding Users and Contexts (LCNS 10290). ISBN: 978-3-319-58639-7.
[<https://link.springer.com/book/10.1007/978-3-319-58640-3>]
- Fan, J., Li, W., Bizzocchi, J.V., Bizzocchi, J., Pasquier, P. (2016) "DJ-MVP: An Automatic Music Video Producer". *ACE '16: Proceedings of the 13th International Conference on Advances in Computer Entertainment Technology*, November 09-12, 2016, Osaka, Japan, ISBN 978-1-4503-4773-0/16/11.
- Eigenfeldt, A., Bizzocchi, J., Thorogood, M. (2015) "Applying Valence and Arousal Values to a Unified Video, Music, and Sound Generative Multimedia Work". *Proceedings of the 2015 Generative Art Conference*. December 9-11, 2015, Venice, Italy. <http://generativeart.com/>
- May, A., Bizzocchi, J., Antle, A. and Choo, A. (2014) "Fraternal Feelings: How *Brothers: A Tale of Two Sons* Affects Players Through Gameplay". *Proceedings of IEEE-GEM 2014*, pp. 192-195.
- Cuykendall, S., Schiphorst, T., and Bizzocchi, J. (2014) "Designing Interaction Categories for Kinesthetic Empathy: A Case Study of Synchronous Objects". *Proceedings of the 2014 International Workshop on Movement and Computing (MOCO '14)*. New York: ACM, 2014. doi>10.1145/2617995.2617998.
- Bizzocchi, J., Nixon, M., DiPaola, Steve and Funk, N. (2013) "The Role of Micronarrative in the Design and Experience of Digital Games". *Proceedings of DiGRA 2013: DeFragging Game Studies*, 2013, pp. 161-197.
- Fortin, C., Bizzocchi, J., Hennessy, K. and Neustaedter, C. (2013) "Public Interaction Framework for Dynamic Digital Displays". *Proceedings of DiGRA 2013: DeFragging Game Studies*, 2013.

- Fortin, C., DiPaola, S. Hennessy, K., Bizzocchi, J., and Neustaedter, C. (2013) "Medium-specific properties of urban screens: Towards an ontological framework for digital public displays", *C&C '13: Proceedings of the 9th ACM Conference on Creativity & Cognition*, Sidney, Australia, June 17-20, 2013. Pages: 243-252, doi>10.1145/2466627.2466629.
- Tanenbaum, T., Tanenbaum, K., Bizzocchi, J., & Antle, A. N. (2011). "Understanding Narrative and Embodied Interactions with 'Present-at-Mind'". *Proceedings of the Embodied Interaction Workshop at CHI 2011*. May 7-12, Vancouver, BC, Canada. ACM Press, pp 88-91.
- Bizzocchi, J., (2011) "Re:Cycle: A generative Ambient Video Engine", *Proceedings of the International Conference on Entertainment Computing 2011*, Vancouver, BC, October 6-8, 2011, pgs. 155-160 (Demo Paper).
- Al-Saati, M., Bizzocchi, J., Botta, D. (2011) "The Cursor as an Artistic Expression in Jeddah", *Proceedings of the International Conference on Entertainment Computing 2011*, Vancouver, BC, October 6-8, 2011, pgs. 444-447 (Poster Paper).
- Tanenbaum, K., Tanenbaum T., Antle, A.N., Bizzocchi, J., Seif El-Nasr, M., Hatala, M. (2011)"Experiencing the Reading Glove", *TEI '11: Proceedings of the fifth international conference on Tangible, embedded, and embodied interaction*, ACM Press, 2011, pp. 137-144.
- Bizzocchi, J., Quan, B., Suzuki, W., Bagheri, M., and Ben Youssef, B., (2009) "Re:Cycle - a Generative Ambient Video Engine", *Proceedings of the Digital Arts and Culture Conference 2009, after media: embodiment and context*, Dec. 2009, Irvine. CA. <<https://escholarship.org/uc/item/47g5w6c4>>
- Tanenbaum, T. and Bizzocchi, J. (2009) "Rock Band: A Case Study in the Design of Embodied Interface Experience". *Sandbox '09: Proceedings of the 2009 ACM SIGGRAPH Symposium on Video Games*, August, 2009, New Orleans LA.
- Bizzocchi, J. "The Fragmented Frame: the Poetics of the Split-Screen", (2009) *Proceedings of the Media-in-Transition 6 Conference - Stone and papyrus, storage and transmission*, April 24-26, 2009, Cambridge MA. <<http://web.mit.edu/comm-forum/mit6/papers/Bizzocchi.pdf>>
- Bizzocchi, J. (2008) "Winterscape and Ambient Video - an Intermedia Border Zone", *MM '08: Proceedings of the 16th ACM international conference on Multimedia*. Conference, Oct 27 - 31, 2008, Vancouver, BC.
- Ben Youssef, B, and Bizzocchi, J. (2007) "Enhanced Pixel-Based Video Frame Interpolation Algorithms", *Proceedings of the 2007 IEEE International Symposium on Signal Processing and Information Technology*, pp.23-28, December 15-18, 2007, Giza, Egypt.
- Bizzocchi, J. (2007) "The Aesthetics of the Ambient Video Experience", *Proceedings of perthDAC 2007: the 7th International Digital Arts and Culture Conference*, Perth, Australia (Part of the Biennale of Electronic Arts Perth), September 15-18, 2007.
- Bizzocchi, J., (2006) "Ambient Video", *Proceedings of the 2006 ACM SIGCHI international conference on Advances in computer entertainment technology*, Demo Presentations, Article No. 45, June 14-16, 2006, Los Angeles, CA.
- Bergman, David S., Ben Youssef, B. and Bizzocchi, J. (2006) "Interpolation Techniques for the Artificial Construction of Video Slow Motion in the Postproduction Process", *ACE '06: Proceedings of the 2006 ACM SIGCHI international conference on*

- Advances in computer entertainment technology*, Article No. 66, June 14-16, 2006, Los Angeles, CA.
- Ben Youssef, B., and Bizzocchi J. (2005) "Motion-Adaptive Frame Interpolation for Slow Motion in a High-Definition Video Postproduction Environment", *Proceedings of IPSI 2005*, Pescara, Italy, July 27 - Aug. 1, 2005.
- Bizzocchi, J., Bowes, J. and Ben Youssef, B. (2005) "High Definition Television: A unified research agenda", *Proceedings of the 3rd International Conference on Politics and Information Systems: Applications and Technology (PISTA '05)*. July 14-17, 2005. Orlando, FL.
- Ben Youssef, B., Bizzocchi J., and Bowes, J. (2005) "High-definition Video Processing in Post-production: Opportunities and Challenges", *Proceedings of the 9th World Multiconference on Systemics, Cybernetics, and Informatics (SCI '05)*, July 10-13, 2005.
- Ciavarro, C., Meanley, J., Bizzocchi, J. and Goodman, D. (2005) "Embedding educational content between gameplay: An example from a sports action videogame", In P. Kommers & G. Richards (Eds.), *Proceedings of World Conference on Educational Multimedia, Hypermedia and Telecommunications 2005*, pp. 3825-3828. Chesapeake, VA: AACE. Conference held June 27 - July 2, 2005, Montreal, Quebec.
- Paras, B. and Bizzocchi, J. (2005) "Game, Motivation and Effective Learning: An Integrated Model for Educational Game Design", *Changing Views: Worlds in Play, Proceedings of the Digital Games Research Association*, June 16-20, 2005, Vancouver, BC.
- Wakkary, R., Hatala, M., Lovell, R., Droumeva, M., Antle, A., Evernden, D., Bizzocchi, J. (2005) "socio-ec(h)o: Ambient Intelligence and Gameplay", *Changing Views: Worlds in Play, Proceedings of the Conference of the Digital Games Research Association*, pp. 217-226. June 16-20, 2005, Vancouver, BC.
- Ben Youssef, B., Bizzocchi J., and Bowes, J. (2005) "The Future of Video: User Experience in a Large-Scale, High-Definition Video Display Environment", *ACE '05: Proceedings of the 2005 ACM SIGCHI International Conference on Advances in computer entertainment technology (ACE 2005)*. June 15-17, 2005, Polytechnic University of Valencia (UPV), Valencia, Spain.
- Bizzocchi, J. (2005) "Run, Lola, Run: Film as a Narrative Database", *Proceedings of Media in Transition 4: The Work of Stories*, May 6-8, 2005, MIT, Cambridge, MA. <<http://web.mit.edu/comm-forum/mit4/papers/bizzocchi.pdf>>
- Grant, D. and Bizzocchi, J. (2005) "Narrative and Micronarrative as Components of Game Experience", *Proceedings of Media in Transition: The Work of Stories*, May 6-8, 2005, MIT, Cambridge, MA.
- Bizzocchi, J. (2005) "Streaming Video: an experiment in new aesthetics", C&C '05: Proceedings of the 5th conference on Creativity & cognition (ACM SIGCHI), Goldsmiths College, London UK. April 12-15, 2005.
- Grant, D. and Bizzocchi, J. (2004) "Context, Convention and Complexity in Film Meaning", *Proceedings for COSIGN*, Sept 14-16, 2004, University of Split, Split, Croatia.
- Bizzocchi, J. (2003) "*Ceremony of Innocence* and the Subversion of Interface: Cursor Transformation as a Narrative Device", *Digital Arts and Culture::2003::Streaming*

- Wor(l)ds*, Royal Melbourne Institute of Technology, Melbourne, Australia, May 19-22, 2003. Proceedings published on CD-ROM. <<http://hypertext.rmit.edu.au/dac/>>
- Bizzocchi, J. (2003) "The Magic Window: the Emergent Aesthetic of High-Resolution, Large-Scale Display", *Proceedings of the Second International Conference on Entertainment Computing*, Carnegie Mellon University, Pittsburgh, Pennsylvania, May 8-10, 2003. <<http://www.etc.cmu.edu/icec2003/>>
- Carey, T., Calvert, T., and Bizzocchi, J. (2001) "Interactive Narrative and Knowledge Stewardship", *CHI '01 Extended Abstracts on Human Factors in Computing Systems*, p. 485-486.

b. Scholarly Presentations

- Bizzocchi, J. & Muntean, R.; Micronarrative and Medium Specificity: "Circa 1948" as mobile app and VR installation, Canadian Society for the Digital Humanities Annual Conference, Aug 2-4, 2019, University of British Columbia, Vancouver, BC
- Bizzocchi, J. Berlin Remix; Canadian Society for the Digital Humanities Annual Conference, Aug 2-4, 2019, University of British Columbia, Vancouver, BC
- Bizzocchi, J. (2018) "Building Art that Builds Art: the DadaProcessor, a Generative Video Sequencing System", *Crossing Boundaries: IAST2018 Symposium* (Interactive Art, Science, and Technology in Western Canada), October 25-27, 2018. University of Lethbridge, AB.
- Bizzocchi, J. and Muntean, R. (2018) "Micronarrative, Virtual Reality, and Medium Specificity: Circa 1948 as VR installation and Mobile App", Electronic Literature Organization Conference, Aug 17, 2018, Montreal QB.
- Bizzocchi, J. and Eigenfeldt, A. (2018) "Ambient Landscapes". Presentation and Art Exhibit, *xCoAx 2018*, Madrid, Spain, July 12-13, 2018.
- Bizzocchi, J., Eigenfeldt, A., Pasquier, P. and Thorogood, M. (2016) "*Seasons II*: a case study in Ambient Video, Generative Art, and Audiovisual Experience". *Electronic Literature Organization, ELO2016*, June 10-12, 2016, Victoria, BC.
- Bizzocchi, J. (2015) "The Poetics of Computationally Generative Cinematic Art Works". Panel presentation: The Electronic Cinema/Electronic Literature Frontier. *Society for Cinema and Media Studies*, March 25-29, 2015, Montreal QC.
- Eigenfeldt, A., Thorogood, M., Bizzocchi, J., Pasquier, P., and Calvert, T. (2014) "Video, Music and Sound Creation". *xCoAx2014 Second Conference on Computation, Communication, Aesthetics and X*, June 24-25, 2014, Porto, Portugal.
- DiPaola, S., Nixon, M., Bizzocchi, J., Funk, N. (2013) "Driving Emotional Involvement in Sports Games: a Case Study in Knowledge-Based Procedural Cinematography". *Canadian Games Studies Association Annual Conference*, Victoria, BC, June 4-5, 2013.
- Bizzocchi, J. (2012). "*Re:Cycle* -A Computationally Generative Ambient Video System". *Electronic Literature Organization, ELO2012*, June 20-23, 2012, Morgantown, WV.
- Bizzocchi, J., Tanenbaum, T. (2011) "Mass Effect 2: Narrative Analysis". *Symposium: Experiencing Stories with/in Digital Games*, Concordia University, Montreal, QB, Oct 1-2, 2011.
- Tanenbaum, T., Tanenbaum, K., Bizzocchi, J. (2010). "Getting Your Hands on Electronic Literature: Exploring Tactile Fictions with the Reading Glove". *International Digital*

- Media and Arts Association Conference on The Digital Narrative*, Nov. 4-6, 2010, Vancouver, BC.
- Bizzocchi, J., Pennefather, P., and Johnson, G., (2010) "Interactive Narrative and Graduate Student Project-based Learning". *International Digital Media and Arts Association Conference on The Digital Narrative*, Nov. 4-6, 2010, Vancouver, BC.
- Tanenbaum, T., Tanenbaum, K, Bizzocchi, J., Hatala, M. & Wakkary, R. (2010). "Tangible Interactive Storytelling with the Reading Glove". Poster. *GRAND Annual Conference*. June 2 - 4, 2010, Ottawa, ON, Canada.
- Bizzocchi, J., Camlot, J., Simon, B., Tanenbaum, T. (2010) "Games and Narrative - an Analytical Framework Revisited", Conference of the Canadian Games Studies Association, May 28-29, 2010, Montreal, Quebec.
- Bizzocchi, J. and Tanenbaum, T., (2009) "Close-Reading and the Poetics of Form in an Emergent Medium". *Conference of the Canadian Games Studies Association*, May, 2009, Ottawa, ON.
- Bizzocchi, J. (2009) "The Fragmented Frame: the Poetics of the Split-Screen". *Intermediality and Interculturality Conference*, Simon Fraser University, March 12, 2009, Vancouver BC.
- Moulder, V. and Bizzocchi, J. (2008) "Transcoding Place". *Internet Research 9.0 - Re-Thinking Community, Re-Thinking Place, Conference of the Association of Internet Researchers*, Oct. 15 - 18, 2008. Copenhagen, Denmark
<<http://conferences.aoir.org/>>
- Bizzocchi, J., (2008) "Landscape (Re)-Visioned". *Visionary Landscapes - Conference of the Electronic Literature Organization*, May 29 - June 1, 2008, Vancouver, WA.
- Tanenbaum, T. and Bizzocchi, J. (2008) " 'You must be an experienced Thief' - Intelligent Personalization in The Elder Scrolls: Oblivion". *2nd Conference of the Canadian Game Studies Association*, May 31, 2008, Vancouver, B.C.
- Bizzocchi, J. (2008) "The Virtual, the Real, and the Design of Cinematic Storyworlds". *Society for Cinema and Media Studies Conference*, March 6-9, 2008, Philadelphia, PA.
- Bizzocchi, J. (2007) "Experimental Video Roundtable". *New Forms for Old*, Aug 15, 2007, Vancouver BC.
- Bizzocchi, J. (2007) "Games and Learning", Final Plenary Panel. *B.C. Educational Technology Users Group*, May 23-25, 2007, Thompson Rivers University, Kamloops, B.C.
- Gick, N., Bizzocchi, J., Sluggett, S., and Anderson, J. (2007) "Gaming and the Library". *BC Library Association Conference*, April 19-21, 2007, Richmond BC.
- Rauch, U., Sinclair, G., Gurr, A., Bizzocchi, J., Trzeciak, J., and Morgan, R. (2007) "Virtual Reality: Immersive Learning in 3-D Environments". *BC Net Conference*, April 17-18, 2007, Vancouver, BC.
- Kaufman, D., Bizzocchi, J., diPaola, S., Schell, R. (2006) "Transforming Problem Based Learning (PBL) into an online simulation". *Nasaga 06*, Oct 11 - 14, 2006, Vancouver BC.
- Bizzocchi, J. (2006) "Narrative and Games". *Canadian Games Studies Association Conference*, Sept. 21-24, 2006, York University, Toronto, ON.

- Schell, R. & Bizzocchi, J. (2006) "Supporting Student Collaboration Online: VOIP - a Communications Option". *Canadian Association for Distance Education Conference*, May 23-26, 2006, Montreal, QC.
- Bizzocchi, J. (2006) "Split-screen: Aesthetics of the Fragmented Frame". *Society for Cinema and Media Studies*, March 2-5, 2006, Vancouver, BC.
- Bizzocchi, J. (2005) "Cinema and Database: Three Readings of Run, Lola, Run". *Eco-Systems: New Forms 2005 Conference*, Sept 17, 2005, UBC, Vancouver BC.
- Lin, B. and Bizzocchi, J. (2005) "Interface and Narrative Texture". *Changing Views: Worlds in Play, Conference of the Digital Games Research Association*, June 16-20, 2005, Vancouver BC. Poster session.
- Ciavarro, C., Bizzocchi, J., Bradley, N., Paras, B. and Goodman, D. (2005) "Implementation of a 'karma' factor affects behaviour in a sports-action game", *Changing Views: Worlds in Play, Conference of the Digital Games Research Association*, June 16-20, 2005, Vancouver, BC. Poster session.
- Bizzocchi, J., Goodman, D., Kaufman, D., Paras, B. (2005) "Games and Learning: Strategies, Results, Issues". *Canadian Association for Distance Education Conference*, May 9 - 11, 2005, Vancouver, BC.
- Calvert, T., Bizzocchi, J., Fisher, B., Bowes, J., and Ben Youssef, B. (2005) "The Big Picture: The Future of High-Resolution, Large-Screen Telepresence". *BC Net Conference*, May 7-11, 2005, Vancouver, BC.
- Bizzocchi, J., and Ben Youssef, B. (2005) "Video Technology and the Remediation of the Domestic Moving Image", *Cinema and Technology Conference*, April 6-9, 2005, Lancaster, UK.
- Bizzocchi, J. (2005) "Film, Database and Narrative Form". *Society for Cinema and Media Studies Conference*, March 31 - April 3, 2005, London, UK.
- Leacock, T., Paras, B., and Bizzocchi, J. (2004) "Applying Bloom to Games - a Preliminary Methods Description". *AACE e-Learning Conference*, Nov. 1-5, 2004 Washington, DC.
- Bizzocchi, J. (2004) "Domestic Video Technology and the Transformation of the Experience of the Moving Image". *Narration, Imagination and Emotion in Moving Image Media, Conference of the Center for Cognitive Studies of the Moving Image*, July 22-24, 2004, Calvin College, Grand Rapids, MI.
- Bizzocchi, J. (2004) "A Magic Window: The Emergent Aesthetics of Large-Scale Video Display". *New Media Consortium Conference*, June 16-19, 2004, University of British Columbia, Vancouver, BC
- Bizzocchi, J., Goodman, D., Kaufman, D. and Paras, B. (2004) "Shared Design Spaces: New Media, Games and Learning". *New Media Consortium Conference*, June 16-19, 2004, University of British Columbia, Vancouver, BC.
- Bizzocchi, J. (2004) "Ambient Video: The transformation of the domestic cinematic experience". *Media Environments and the Liberal Arts*, June 10-13, 2004, Rochester Institute of Technology, Rochester, NY.
- Bradley N., Paras B., Bizzocchi J., & Goodman, D. (2003-4) "Development of a video-based gaming tool to educate youth about hockey Concussions." *Skating into the Future: Hockey in the New Millenium I (2003) & II (2004)*.

- Bizzocchi, J., Goodman, D., Kaufman, D. and Paras, B. (2004) "Shared Design Spaces: New Media, Games and Learning". *Canadian Association for Distance Education*, June 1-3, 2004, York University, Toronto, ON.
- Bizzocchi, J. (2004) "Computation, Technology, and the Remediation of the Cinematic Experience". *COCH-COSH 2004*, May 30-June 1, 2004, University of Manitoba, Winnipeg, MN.
- Kaufman, D. and Bizzocchi, J. (2004) "Simulations for Learning". *Association francophone pour le savoir (ACFAS)*, May 13-15, 2004, Montreal, QC.

3. Public lectures, invited articles

- "Building Art that Builds Art: The DadaProcessor Generative Video System", Kelowna Art Gallery, Feb 8, 2019, Kelowna, BC
- Ambient Landscapes*. Artist's talk: Crossing Boundaries: IAST2018 Symposium (Interactive Art, Science, and Technology in Western Canada), October 27, 2018. University of Lethbridge, AB, Canada.
- Triptych: Ambient Landscapes*, Artist's Talk, Surrey Art Gallery, Surrey BC, June 2, 2018.
- "From Ambient Video to Generative Documentary", University of California-Irvine, public lecture sponsored by Transformative Play Initiative, December 4, 2017, Irvine, CA.
- "From Ambient Video to Generative Documentary", Massachusetts Institute of Technology, presentation to MIT Open Doc Lab, October 18, 2016.
- ACM-CHI (Computer-Human Interface) 2016 Conference, *Cycle* [excerpt], included as part of the conference's closing presentation, May 7-12, San Jose, CA
- E-Lit Artist's Talk and Exhibition, Digital Humanities Summer Institute, June 11, 2015, Victoria, BC. *Cycle & Mediascape*.
- Generative Cinema. MIT Open Documentary Lab Artist's talk. March 31, 2015. Cambridge, MA.
- Computational Aesthetics/Expressive 2014 Conference, Artist Talk on *Mediascape*, Aug 9, 2014.
- Bizzocchi, J. "Ambient Video", *Vague Terrain - Online Art Journal*, 2011.
<<http://vagueterrain.net/journal20/jim-bizzocchi/01>>
- Ann Arbor Film Festival, 2006. Ann Arbor, MI. *Streaming Video*. [Special Presentation]
- "New Lamps for Old: New Painting, Cinema and Print", Panel at New Forms Festival Conference, Oct. 14-16, 2004. Moderator and Presenter.