

# MATTHEW MOSHER

me@matthewmosher.org - http://matthewmosher.org

## ARTIST / EDUCATOR

*Intermedia artist and mixed methods research professor focusing on embodied experiential interactive systems with seven years teaching experience. Collaborative interdisciplinary team player with a strong design background.*

## EDUCATION

- 2014 Arizona State University (ASU), School of Arts, Media, and Engineering, Tempe, AZ  
Master of Arts, Media Sciences
- 2012 Arizona State University (ASU), School of Art, Tempe, AZ  
Master of Fine Art, Intermedia
- 2006 Rhode Island School of Design (RISD), Division of Architecture and Design, Providence, RI  
Bachelor of Fine Art, Furniture Design

## GRANTS & FUNDED PUBLIC ART INSTALLATIONS

- 2016 Art in Odd Places  
Orlando, FL
- 2015 & 2012 Spark! Festival of Creativity  
Mesa, AZ
- 2014 Burning Man Arts Honorarium  
Black Rock City, NV
- 2014 Scottsdale Public Art: platform  
Scottsdale, AZ
- 2014 PAVE Arts Venture Incubator: [nueBOX]  
Phoenix, AZ
- 2013 Emerge Conference: Carnival of the Future  
Phoenix, AZ
- 2013 & 2011 ASU Graduate and Professional Student  
Association Travel Award
- 2012 & 2009 ASU Graduate and Professional Student  
Association Research Support Program
- 2011 ASU Herberger Institute Enrichment Grant

## PUBLIC COLLECTIONS

- University of California, Santa Barbara, CA  
Judith A. Hoffberg Archive
- Massachusetts Institute of Tech., Cambridge, MA  
Humanities Library
- Rhode Island School of Design, Providence, RI  
Fleet Library

## SOLO SHOWS

- 2015 Rhetorical Galleries, Phoenix, AZ  
Tributaries of Our Lost Affinity
- 2013 Digital Culture Gallery, Tempe, AZ  
echo::system
- 2012 Harry Wood Gallery, Tempe, AZ  
TRANQUILITY
- 2010 Step Gallery, Tempe, AZ  
The Gallery Is No Place For Artists
- 2006 RISD Store, Providence, RI  
The World Is Better

## INTERNATIONAL GROUP EXHIBITIONS

- 2017 Aalto University, Espoo, Finland  
Sound and Music Computing
- 2016 Technology University, Eindhoven, Netherlands  
The Body in Translation
- 2013 India Habitat Center, New Delhi, India  
Hand, Eye, and Mind
- 2011 National Art Museum of China, Beijing, China  
Translife International Triennial of New Media Art
- 2007 Geborgen Kamers, The Haag, Netherlands  
FreeArt is smuggled into the homes of people

## INVITATIONAL GROUP EXHIBITIONS

- 2017 Mesa Art Center, Mesa, AZ  
Spark! Festival of Creativity

2016	Paul Watkins Gallery, Winona, MN You   I: Interfaces & Reader Experience	2012	The Ice House, Phoenix, AZ Slip Stream
2016	Drunken Monkey Coffee Bar, Orlando, FL Street Mural	2012 & 2008	Magnan Metz Gallery, New York, NY Table Fights (YUKI)
2014	Alwun House Foundation, Phoenix, AZ Lighthouse	2011	Harry Wood Gallery, Tempe, AZ Nathan Cummings Travel Award Exhibition
2014	The Night Gallery, Tempe, AZ Momentum: Women / Art / Technology	2010	A. E. England Gallery, Phoenix, AZ Monochrome in Neutral: Shades of Gray
2012	Night Gallery, Tempe, AZ Generation XYZ	2010	ASU Gallery of Design, Tempe, AZ x.square
2011	Step Gallery, Tempe, AZ Art Object Exchange	2010	Westwind Studios, Phoenix, AZ Anaglyph Experiments Group Installation
2010	ASU Art Museum, Tempe, AZ Open For Business	2010	Art Detour, Phoenix, AZ Formed of Matters
2006	Woods Gerry Gallery, Providence, RI RISD Senior Invitational	2010	GPSA Gallery, Tempe, AZ Summoned Surveillance
2006	Martha Stewart Living Omnimedia, NYC, NY Input / Output Experimental Furniture from RISD	2009	The Night Gallery, Tempe, AZ ArtCORE Generations
SELECTED JURIED GROUP EXHIBITIONS		2009	Harry Wood Gallery, Tempe, AZ From the Penthouse to the Basement
2017	UCF Art Gallery, Orlando, FL Resilience: Remembering Pulse	2009	Step Gallery, Tempe, AZ Friends of Chautauqua
2016 & 2015	UCF Art Gallery, Orlando, FL Faculty Exhibition	2009	Gallery 100, Tempe, AZ Without Memory
2016	Orlando Science Center, Orlando, FL Otronicon	2009	La Montagne Gallery, Boston, MA Beg Borrow Steal
2015	{9} Gallery, Phoenix, AZ Tiny Works / Tiny Dances	2009	Towson ARTS Collective, Towson, MD Green Exhibition
2015	Shemer Art Center, Phoenix, AZ Arizona Outdoor Sculpture Showcase	2008	Claypool-Young Art Gallery, Morehead, KY Ameri-Dreaming
2015 & 2014	The Clarendon Hotel, Phoenix, AZ ARTELPHX	2008	Susan Hensel Gallery, Minneapolis, MN Revisions of the American Dream
2014	The Ice House, Phoenix, AZ Somewhat Sacred	2008	The Nave Gallery, Somerville, MA Rites of Passage: The Mortality of Time
2013	Burning Man, Black Rock City, NV Somewhere I have never traveled	2008	Harrington Arts, San Francisco, CA Yelling at your Environment
2013	Digital Culture Gallery, Tempe, AZ Digital Culture Retrospective	2007	Towson Art Collective, Towson, MD FOOD: From Hunger To Plenty
2013	Slingshot, Athens, GA Independent Music   Innovative Art   Tech Talks	2006	Hera Gallery, Wakefield, RI 30 Under Thirty

## GUEST LECTURES

- 2016 Melrose Center, Orlando, FL  
Art and the Internet of Things
- 2016 UCF Art Gallery, Orlando, FL  
Aesthetics & Politics
- 2012 The Night Gallery, Tempe, AZ  
Chance Operations in 3D Design
- 2007 RISD Design Division, Providence, RI  
A Fabulous Lecture for Traveling Design Students
- 2007 Shinrin Takumi Juku, Takayama, Japan  
Modern American Furniture Design

## RESIDENCIES

- 2017 Sculpture Space, Utica, NY  
2006 Windgrove, Tasmania, Australia

## AWARDS & RECOGNITION

- 2014 Phoenix Mayor's Arts Award Nomination  
2009 ASU School of Art Special Talent Award  
2009 Appalachian Trail 1000 Miler  
2007 Instructables Mash-Up Contest  
2006 The Pen And Chisel Award  
2005 2006 Niche Student Awards Finalist  
2004 Lydia S. Gardiner Scholarship  
2001 RISD Scholarship  
2001 Eagle Scout

## PUBLICATIONS

Matthew Mosher et al. 2016. Demo hour. *Interactions* 23, 3 (May + June 2016), 8-11.  
<http://interactions.acm.org/archive/view/may-june-2016/demo-hour42>(Invited)

Matthew Mosher. 2016. What We Have Lost/What We Have Gained: Embodied Interfaces for Live Performance and Art Exhibitions. In *Proceedings of the 2016 CHI Conference Extended Abstracts on Human Factors in Computing Systems* (CHI EA '16). ACM, New York, NY, USA, 289-292. (Refereed, 20% acceptance rate)

Matthew Mosher and David Tinapple. 2016. What We Have Lost / What We Have Gained: Tangible Interactions Between Physical and Digital Bodies. In *Proceedings of the TEI '16: Tenth International Conference on Tangible, Embedded, and Embodied Interaction* (TEI '16). ACM, New York, NY, USA, 658-662. (Refereed, 30% acceptance rate)

Mike Krzyzaniak et al. 2014. Separation: Short Range Repulsion. In *Proceedings of the Conference on New Interfaces for Musical Expression* (NIME '14). NIME, London, UK, 303-306. (Refereed, 23% acceptance rate)

## SELECTED CITATIONS & REVIEWS

Phoenix New Times, [nueBOX] Leaves Phoenix Center for the Arts for Mesa Arts Center  
By Lynn Trimble, 8 July 2016  
<http://www.phoenixnewtimes.com/arts/nuebox-leaves-phoenix-center-for-the-arts-for-mesa-arts-center-8424356>

Phoenix New Times, [nueBOX] Expands with Condor / Dance Residency at Phoenix center for the Arts  
By Lynn Trimble, 19 August 2015  
<http://www.phoenixnewtimes.com/arts/nuebox-expands-with-condor-dance-residency-at-phoenix-center-for-the-arts-7566691>

Phoenix New Times, The Best Art We Saw In Downtown Phoenix On First Friday, August 7  
By Lynn Trimble, 10 August 2015  
<http://www.phoenixnewtimes.com/arts/the-best-art-we-saw-in-downtown-phoenix-on-first-friday-august-7-7552335>

Phoenix New Times, Artelphx Returns to the Clarendon Hotel  
by Lynn Trimble, 12 May 2015  
<http://www.phoenixnewtimes.com/arts/artelphx-returns-to-the-clarendon-hotel-heres-a-sneak-peek-7317015>

Jackalope Ranch, [nueBOX] Launches with Evocative Works from Emerging Phoenix Artists  
by Zaida Dedolph, 6 February 2015  
[http://blogs.phoenixnewtimes.com/jackalope/2015/02/nuebox\\_phoenix\\_performance\\_art\\_launch.php](http://blogs.phoenixnewtimes.com/jackalope/2015/02/nuebox_phoenix_performance_art_launch.php)

Jackalope Ranch, [nueBOX] Creates Platform for Phoenix-Area Performance Artists  
by Zaida Dedolph, 20 January 2015  
[http://blogs.phoenixnewtimes.com/jackalope/2015/01/nuebox\\_phoenix\\_performance\\_art.php](http://blogs.phoenixnewtimes.com/jackalope/2015/01/nuebox_phoenix_performance_art.php)

Downtown Devil, Artist residency program looks to provide more feedback and dialogue  
by Mallory Pratter, 4 December 2014  
<http://downtowndevil.com/2014/12/04/65045/>

Downtown Devil, Video: Clarendon Hotel hosts ArtelPhx Event  
By Alexandra Scoville, 29 September 2014  
<http://downtowndevil.com/2014/09/29/61422/video-clarendon-artelphx-event/>

Jackalope Ranch, 5 Cool Things We Saw at ARTELPHX Fall 2014 at The Clarendon  
by Evie Carpenter, 29 September 2014  
<http://www.phoenixnewtimes.com/arts/5-cool-things-we-saw-at-artelphx-fall-2014-at-the-clarendon-6569421/2>

Wired Magazine, Table Fighting Is Exactly What It Sounds Like: Tables, Fighting  
By Beth Carter, 30 May 2012  
<http://www.wired.com/playbook/2012/05/table-fighting>

Phoenix New Times, Tempe has a Musical Meditative Space Rover  
By Lenni Rosenblum, 14 February 2012  
[http://blogs.phoenixnewtimes.com/uponsun/2012/02/matthew\\_mosher\\_on\\_tranquility.php](http://blogs.phoenixnewtimes.com/uponsun/2012/02/matthew_mosher_on_tranquility.php)

ASU news, Artist uses rocks, spaceships as interactive devices  
by Chakris Kussalanant, 26 January 2012  
[https://asunews.asu.edu/2012/01/25\\_video\\_Mosher](https://asunews.asu.edu/2012/01/25_video_Mosher)

Join + Cast Ventures  
by Jennifer Campbell & Catherine Akins, 2011, p.253

The State Press, ASU galleries offer undiscovered art scene to students  
by Tye Rabens, 26 August 2010, Vol 96 Iss 6, p 11

The State Press Magazine, Full Walls, Empty Galleries  
by Tye Rabens, 25 August 2010  
<http://www.statepress.com/article/2010/08/full-walls-empty-galleries>

Phoenix New Times Jackalope Ranch, 100 Creatives #74 M. Mosher  
by Amy Silverman, 29 June 2010  
[http://blogs.phoenixnewtimes.com/jackalope/2010/06/74\\_matthew\\_mosher.php](http://blogs.phoenixnewtimes.com/jackalope/2010/06/74_matthew_mosher.php)

## TEACHING EXPERIENCE

- 2015 – Present University of Central Florida, School of Visual Art and Design & College of Graduate Studies, Orlando, FL  
*Assistant Professor:* Instructed undergraduate and graduate courses and laboratories in Interactive Design, Information Management, User Centered Design, Digital Imaging, Dynamic Media, and Entrepreneurship. Courses mixed engaging lectures with reading discussions, active learning, student presentations, technical demonstration, and real world applications. Developed two courses as mixed modality of face-to-face and online. Mentored students in researching new systems for experiential sculpture and installations. Served on university event and school curriculum committees. Presented at national and international conferences on human computer interactions.
- 2014 – 2015 Arizona State University, School of Art, Tempe, AZ  
*Faculty Associate:* Taught an upper level kinetic arts and interactive systems sculpture course. Designed projects and gave demonstrations using Arduino microprocessors, stepper motors, RGB LEDs, sound shields, gears, cams, and pistons. Also instructed a lower level concept based intermedia practice course including assignments on identity, place, fantasy, chance operations, and performance. Facilitated weekly student led reading discussions, artist presentations, and in depth critiques that emphasized connecting content to concept.

- 2013 – 2015 University of Advancing Technology, Tempe, AZ  
*Adjunct Associate Professor:* Taught and revised curriculum for upper level project based design courses on the Human Computer Interactions track. Projects focused on applying the principles of interactivity, and practicing the role, look and feel, and implementation prototyping and wire-framing workflows.
- 2012 – 2015 Phoenix College, Fine and Performing Arts, Phoenix, AZ  
*Faculty Adjunct:* Constructed curriculum for and taught a new sculpture course titled Introduction to Digital 3D Fabrication Tools. This mixed technique based and student centered course afforded students with a structured way to experiment with a computer numeric controlled (CNC) plasma cutter, plate marker, and 3D printer. Using these new technical skills, students produced a final project specific to their interests. Students also conducted research presentations relating their interests to the technologies used in the course. Delivered lectures, hands on projects, group presentations, and in-class activities for an introductory Understanding Art History course. Topics synthesized the visual elements of art, design principles, and style with a survey of art history focusing on the 20<sup>th</sup> century. The course provided an introduction to a breadth of 2D and 3D processes, such as drawing, painting, printing, sculpture, site-specific work, and design via demonstrations, videos, and sample objects, and hands-on assignments.
- 2012 – 2014 Arizona State University, School of Arts, Media, & Engineering, Tempe, AZ  
*Teaching Assistant:* Helped create assignments, evaluate student work, organize course materials, and answer student questions for mixed undergraduate and graduate courses in Interactive Environments, Hybrid Action, and Capstone. Demonstrated use of Max/MSP to create experiential systems by mediating between user input and audio / visual output using cameras, Kinects, Arduinos, and microphones. While Interactive Environments focused on creating media installations, Hybrid Action emphasized somatic practice in embodied sensing and feedback projects.
- 2009 – 2012 Arizona State University, School of Art, Tempe, AZ  
*Instructor of Record:* Wrote curriculum for and taught 3D Design and Introduction to Digital Media foundation classes for undergraduate students. Covered the topics of form, mass, lines, planes, scale, context, modeling, color, etc. Courses weighed technical, conceptual, and aesthetic ability equally. Served as 3D Area Coordinator by organizing instructor meetings, compiling materials, and maintaining studio tools.
- 2004 – 2006 Rhode Island School of Design, Providence, RI  
*Teaching Assistant:* Assisted in developing assignments and critiquing student work in 3d Design Foundation and Blacksmithing courses. Created a student project database for grading purposes in Adobe InDesign. Demonstrated blacksmithing, metalworking, welding, and general 3D fabrication techniques. Organized slide and video presentations.
- SERVICE
- 2014 – Present [nueBOX], Phoenix, AZ  
*Board Member:* Co-founded a non-profit 501(c)(3) entrepreneurial endeavor to create a residency program for local emerging performance and installation artists. Planned projected three year budgets and profit / loss statements. Designed marketing materials and social media presence. Launched a crowd funding campaign. Filed non-profit corporate articles of organization and by-laws. Established a board of directors and sub committees. Partnered with Phoenix Center for the Arts for studio space. [nueBOX] is currently in it's third year of programming and has graduated over 24 residents.
- 2016 Association for Computing Machinery  
*Reviewer:* Peer reviewed papers for the 2017 Tangibile, Embedded, and Embodied Interaction conference.
- 2010 & 2011 *Studio Guerilla:* Volunteered in the SIGGRAPH Studio by running 3D printing demonstrations as well as giving instruction in Zbrush. Prepared attendee files for a variety of rapid prototyping machines.