

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

- 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

- 2016 Paul Watkins Gallery, Winona, MN
You | I: Interfaces & Reader Experience
- 2016 Drunken Monkey Coffee Bar, Orlando, FL
Street Mural

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

GUEST LECTURES

- 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

- 2006 Windgrove, Tasmania, Australia

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>

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.

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.

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.

SELECTED CITATIONS & REVIEWS

Downtown Phoenix Journal, Sizzle Series Performances Bring New Wave of Expression
By Ashley Baker, 13 July 2016
<https://downtownphoenixjournal.com/2016/07/13/sizzle-series-dance-performance-brings-new-expression/>

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-conder-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 Linn 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

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

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

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>

Ignite Magazine, Ritual of Passage: Unlocking the Mysteries of R'eyh
by Kimberly Bryant, 2 July 2014

Creative Photography, 52 More Weekend Projects
By Chris Gatcum, Ilex, 2012, pp 94-95.

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

ASU news, Artist uses rocks, spaceships as interactive devices
by Chakris Kussalanant, 26 January 2012
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

The Boston Globe, Working Your Way
by Patricia Borns, 23 August 2009

Traditional Japanese Craft Mediums as Ambassadors of Contemporary Cultural Exchange
by Clifton Montieith, International Research Center for Japanese Studies, Kyoto 2005

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 20th 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.

RESEARCH EXPERIENCE

- 2010 – 2013 Arizona State University, Echo::System, Tempe, AZ
Research Assistant: Collaborated with project director, Professor Grisha Coleman, and an interdisciplinary team of faculty and researchers as the lead interface designer for echo::system. This project combined art practice with human computer interface (HCI) design to prepare a multi-modal system, which encouraged participants to experience environments through a new perspectival lens, shifting conventional ways of knowing place through a kinesthetic, explicitly embodied experience. This was achieved through motion on interactive treadmills, which became the input to a dynamic, simulated walk through urban and rural desert landscapes highlighting socio-ecological relationships. Additionally, devised and executed mixed methods research evaluations on the system, interpreting the results into ACM conference papers.
- 2011 Arizona State University, School of Art, Tempe, AZ
Research Assistant: Designed kinetic sculpture part assemblies using SolidWorks for professor Hilary Harp. Sourced CNC materials and stepper motor control systems. Helped with project design, simplification, documentation, and packaging. Developed a base kit of CNC parts for future sculptures.

VOLUNTEERING

- 2014 – Present [nueBOX], Phoenix, AZ
Board Member: 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.