Curriculum Vitae

Gail Rubini

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GENERAL INFORMATION

University Address: *College of Visual Arts, Theater and Dance*
Department of Studio Art / Design Area
Florida State University
Tallahassee, Florida 32306-1160
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Professional Preparation

1979-1981   *MBA,* University of Illinois at Chicago (UIC), *Chicago, Illinois*. Major:
Management, Minor: *Finance*
Professional topic was managing a non-profit business.

1973-1975   *MFA,* Rhode Island School of Design*, Providence, Rhode Island.* Major:
Photography, Minor: *Glass Sculpture* Areas of emphasis: Conceptual art with
emphasis in photography, artists' book publishing, and glass sculpture.
Awarded: First year summer teaching award. (2 awards/30 grad students)
Studies directed by Aaron Siskind and Harry Callahan and Dale Chihuly.

1969-1972   *BFA*, University of California at Los Angeles. Major: *Fine Art*, minor: *Math.*
Graduated with Department Honors in Fine Art
Studies directed by Robert Heinecken

Professional Experience

1996-present   *Associate Professor in the Design Area* of the Art Department, FSU
I am responsible for teaching all levels of design for printing and publishing. I
developed the Internship program for art students to work in the field as part of
their degree experience. I am currently working on developing an Entertainment
Technology certificate program.

2003-06   *Program Leader, European Graphic and New Media Design Program*, *FSU*
I developed an intensive summer program in new media design American
university students to the European graphic and new media design community.

Students live in central London, meet and work with visiting professionals, and produce a capstone project at the FSU Study Center in London. Courses include: web design, graphic design, typography, digital photography and digital video. The program began in 2003.
http://londonnewmediadesign.com/

1989-96   *Associate Professor, Chairperson of the Art Department, FSU*
Florida State University offers BA, BS, BFA in studio art, BFA in graphic design, and MFA degrees in the studio art.

Primary responsibilities included coordinating all administrative activities of the art department, developing the review of curriculum for courses and the encouragement and evaluation of teaching and professional activities for staff and students. I worked with Lydia Keith, the Director of the art programs offered in the student union for exhibition spaces for students. The Oglesby Art gallery is a result of our work.

Membership in Professional Organizations

College Art Association, CAA
International Digital Media Arts Association, iDMAa
University Film and Video Faculty Association, UFVA
American Institution of Graphic Arts, AIGA

TEACHING

Courses Taught
ART 4928C European Graphic & New Media Design
ART 3112C GD2: Typography
ART 4926C Design Problems
ART 4928C Design Issues and Advanced Projects

New Course Development
Internship in Creative Arts
BFA in Design
MFA Degree in Design
Design Certificate in Entertainment Technology
Note: There are currently no Master Level or Doctoral Programs in the Art Department for Design.

Member of Master's Thesis Supervisory Committees

Please note, the Art Department MFA program does NOT offer a MFA in Design, my area of expertise. It is primarily for students studying to be traditional painters and photographers.

2006   Robbi Smith (MA Department of Communication, Interactive Technologies)

2005	Chris Schmitt (MA Department of Communication, Interactive Technologies)
2005	Katrina Fergurson (MA Department of Communication, Interactive Technologies)
2006	Resa Goff, (MFA in Studio Art)
2003	Kyle Brown (MFA in Studio Art)
2002	Muffin Sills (MFA in Studio Art)
2002	Phil Walker (MFA in Studio Art)
1999	Major Professor for John DiMino (MFA in Studio Art)

Chair of Bachelor's Thesis Supervisory Committees

2007 Jane King, (BFA in Design)
Kevin Moore, (BFA in Design)
Matt Larner, (BFA in Design)
Silvana Perolini, (BFA in Design)
Sunita Martini, (BFA in Design)

2006 Julian Oh, (BFA in Design)
Oyd Craddock, II   (BFA in Design)
Nick Hardeman (BFA in Design)
Justin Lawrence (BFA in Design)

2005 Ryan Ilano, (BFA in Design)
Wayman Lui, (BFA in Design)
Joel Brenson (BFA in Design)

2004 Amanda Reed, (BFA in Design)
Andy Cohen (BFA in Design)
Tamika (BFA in Studio Art)
Pedro Alex (BFA in Studio Art)

2003 Grace Jones (BFA in Studio Art)
Alex Price (BFA in Design)
Jennifer Beel (BFA in Design)

2002 Sherill Gross (BFA in Studio Art),
Ryan Brubaker (BFA in Studio Art)
Pantelis (BFA in Studio Art)

SCHOLARLY OR CREATIVE ACTIVITIES

Publications

Invited Papers Presented at Conferences and Symposia (national)

2004   "*Fitting Digital Media Arts into the Academy*", International Digital Arts Association, (iDMAa) Journal Vol 1 No. 2, Fall 2004

2003   "*Design: Refining Our Knowledge*", Dept. of Design, International Graphic design education conference at the University of Minnesota, Minneapolis, 2003. Referred article from conference.

       Paper on Design curriculum within a traditional art department.

2002   ArtSci2002: International Symposium on Collaboration, "*Visualization in Science, a middle school science project*", New York, 2002 Referred article from conference and demonstration.

       Paper on producing CD ROMs to deliver Science Education, the pedagogy and the process.

2002   Invited to present at: The 6th World Multi-conference on Systematics, Cybernetics and Informatics, "*Examining Interface Design*", Orlando, Florida, 2003. Referred article from conference and in the online journal.

       Paper on Interface Design for the Web.

2001   Gordon Research Conference on Science Education and Visualization, *Visualization in Science: A Melding of Art, Science and Pedagogy* (poster presentation) Vasser College, New York. This is a very selective conference; only 100 researchers are invited to participate.

       Article on producing CD ROMs to deliver Science Education, the pedagogy and the process

1999   "*Visual/Human Interface for Virtual Exhibitions*", College Art Association of America Annual Conference, Los Angeles, California, February 1999 (co-chair of a session presenting materials based on our work in this field. Co-chair with Ben Davis, Program Manager for Communication for the Getty Information Institute.

       Paper on using the web as a new gallery space for artists.

1998   "*Visual/Human Interface for Virtual Exhibitions*" Museums and the Web Conference, Toronto, Canada, April 1998 referred article from conference and in the online journal.

       Paper discussing the "*On-Line Learning*" website as a virtual museum and classroom space.

<u>Non-Refereed Publications</u>

This section includes publications that do not follow traditional formats as well as artist created publications.

Exhibition catalogues: The exhibition catalogues that are listed below I have designed and edited are not reproductions of the exhibitions. They are extensions of the exhibitions with additional edited articles and art pieces. They are designed to extend the critical dialogue beyond the limited time that an exhibition is seen.
Artist books: Artist Books are multiple original art ideas using the book format. Artist Books are not reproductions or collections of art works. Artist Books are original art pieces use the printing process experimentally.

International

2004   International Digital Art Awards feature in <u>'Digital Photography & Design</u>
            <u>Magazine</u>'
            Australia, March 2004 (Selected from over 4500 entries)

2003   International Digital Art Awards featured in <u>'Digital Photography & Design</u>
            <u>Magazine</u>'
            Australia, February, 2003 (Selected from over 1500 entries)

1996   *FUTURE OF THE BOOK OF THE FUTURE*, Keio University Press, Tokyo, Japan, 96
pg, 1996

            An exhibition catalogue with accompanying CD ROM
            My role: I was the Art director.

National

2004   *Ideas*, International Digital Arts Association, published by Ball State University,
            Indiana 2004.
            A conference exhibition catalogue.
            My role: design of catalogue and cover image.

1995   *FUTURE OF THE BOOK OF THE FUTURE*, University of Alaska Press, October, 1995
            An exhibition catalogue
            My role: design and editorial

Local

2002   *designX: critical reflections*, FSU Museum of Fine Arts, October, 2002
            exhibition catalogue in print and CD ROM form
            my role: design and editorial

The exhibition catalogue is being distributed nationally through Printed Matter in New York City and distributed Internationally through Magnum Bookstore in London, England.

FUTURE OF THE BOOK OF THE FUTURE, FSU Museum of Fine Arts, October, 1994
An exhibition catalogue.
My role: design and editorial

Presentations

Invited Presentations or Symposia

2006   *"What Designers Do"*, University of Pennsylvania, Philadelphia, PA (December, 2006) (national)

2005   "*Mobile Media Symposia: Personal Media – Public Good"*, November, Athens, GA

I was the art director and produced 5 short video designed for cell phone delivery sponsored by the Mobile Media Consortium at the University of Georgia. The groups explored ways that mobile media interaction can be used to enhance the social quality of life. Teams of filmmakers, artists, technicians, social activists, industry representatives, and students will combine forces to produce examples that will explore the way that mobile media might address a community challenge. The teams produced a short video to be distributed to cell phones demonstrating their finding and ways in which mobile media can strengthen a community. (national)

2002   Chaired panel on *"Tech and Pedagogy for Cuba"* Digital Arts Conference Havana, Cuba (international)

2001   *"Cuba Biennial"* panelist in the Art Museum in Pinar, Cuba (international)

Refereed Presentations and Symposia

2001   Gordon Research Conference on Science Education and Visualization, "*Visualization in Science: A Melding of Art, Science and Pedagogy", May 2001,* Vasser College, New York. This is a very selective conference; only 100 researchers are invited to participate. (national)

1998   "*Visual/Human Interface for Virtual Exhibitions*" Museums and the Web Conference, Toronto, Canada, April 1998 (national)

<center>**Exhibitions**</center>

<u>Invited Exhibitions</u>

2007-8
Invited by curator Julliet Davis to produce an artwork for **WE2** an experimental
interactive media adaptation of Yevgeny Zamyatin's Classic Novel entitled <u>*We*</u>. There are two
ways my art piece will manifest for exhibition/distribution:

1) A web-only Flash project adaptation (for monitor-only exhibits), which will be posted at
www.we2interactive.net. Viewers explore the story by following the main character's stream-of-
consciousness narrative, and they explore works of other artists (through links) as they represent
fissures of the narrator's consciousness and breaches in the logic of the dystopian world.
2) A full gallery/museum exhibition will feature the Flash project and exhibit related works of
the invited artists as separate pieces (including 2D, 3D, video, interactive, etc.).

2005-2006
Gnee Ann Polytechnic, Singapore, Collection 1, 2005
University of Kansas, Screenings and Collections 1 & 2, 2005
Ideas, Orlando, Florida is a showcase for creative projects and works of art that reflect
novel approaches to the relationship between media tools and content.
I am an invited artist and designer for *v1b3: Video In the Built Environment*
(v1b3.com). v1b3 focuses on the integration of new media art with the built environment
through curated site-specific interventions, screened presentations and collaborations with
architects and developers. It is a growing collaboration that involves over 100 international
artists, architects and designers interested in issues of public and urban interaction with new
media art.

Invited Video Installations and Screenings:

vidi festi in Valencia, Spain 2007
v1b3 mobile video, Castlefield Gallery, curated by Daria Martin, Manchester, UK 2006
ArtSpace, College Art Association, Screenings Boston, 2006
Americans for the Arts Conference, Milwaukee, WI, 2006
Chapman University in Orange, California, 2006
ArtSpace, College Art Association, Boston, 2006
v1b3: Collection 1, Orlando & Manchester, UK, Exchange exhibition 2006
v1b3: Collection 2, Chicago, Manchester & Liverpool, UK, Simultaneous exhibition 2006
London Study Center, 2006
Singapore, Gnee Ann Polytechnic, 2006
v1b3: Site: Chicago Loop, Four site-specific video works projected in the south loop 2005
University of Kansas, Collections 1 & 2, 2005
Miami University, Collections 1 & 2, 2005
University Film & Video Association, Formal Screenings Event, 2005
Film & Video Festival, University of Tennessee, Collections 1, 2005
Gnee Ann Polytechnic, Singapore, Collection 1, 2005

Publications and Citations: *Articles and Reviews that include v1b3*

Material Meaning: Process, Product and Preservation in Public Art, Americans for the Arts
Conference, Milwaukee, WI, 2006
 Kate Taylor, Programming Video Art for Urban Screens in Public Space, 2005
First Monday, online peer reviewd journal, Special Issue #4, 2005
Michelle Kasprzak, The Art of the Interstitial, Glowlab website, 2005
[An article about public video screens, she has included a link to VIBE.]

Juried Exhibitions

My individual artworks that were exhibited below are photographic prints, video installations
and artist books.

"invitation" indicates that the curator of the exhibition contacted me directly to exhibit.
"juried" indicates that the work was reviewed and selected for exhibition.

International group exhibitions:

Wouldya and *Swerve to Look*, The Big Screen in Manchester, England, March 2005
Ars Electronica 2005, net video accepted to be include in this exhibition, Austria, June 2005 (this
is one of the largest and oldest new media exhibitions, the exhibition is one part of the
prestigious conference on new media)
"2004 International Digital Art Exhibition", Traveling Digital Photo Exhibition, Australia (two
digital photographs selected for the exhibition)
"Learning to Love you More" Bristol Art Center Project, London, UK, July, 2004 (one
photograph selected for the web exhibition)
 "Endangered Sounds Project" sound piece included in the Biennale of Electronic Arts in Perth,
Australia Nov, 2004
"Daumenkino" (The flip book show) Kunsthalle Dusseldorf, Germany, May 2005
(my *Real Blue Skies* artist book was selected for this exhibition and DVD catalogue)
Outside of a Dog: Books by Artists, Baltic Center for Contemporary Art, England, 2004
(invitation)
International Digital Art Awards, Idmaa exhibition area, Australia, 2003 and 2004 (juried)
Academy Gallery, University of Tasmania, Australia 2004 (juried)
QIT Art Museum, Brisbane, Australia 2004 (juried)
VAC Gallery, University of Melborne, Australia, 2004 (juried)
Museum Exhibition in Pinar, Cuba 2002 (juried)
IV Salon Y Coloquio Internacional de arte digital, Havana Cuba (digital printmaking and
photography, 2002 (conference and juried exhibition)
Digital Art: Languages and Poetics, 2001, Havana, Cuba (invitation)
Prix Arts Electronica exhibition in computer and multimedia art, Germany, 2000 (juried)
Museums and Web Conference Exhibition, Toronto, Canada, 1998 (invitation)

National group exhibitions:

"Explorations in Fused Forms*",* New Medial Gallery, Denton, Texas 2007

"Code", Miami University, Oxford, Ohio, 2006
 "Artist Books revisited", Yale University Library, 2006 (invitation)
Digital Art Extravaganza, Limner Gallery, May 2005 (digital photograph selected for exhibition)
"Ideas" exhibition and catalogue held in conjunction with the International Digital Arts Association conference (3 digital photographs selected for the exhibition, one selected for the catalogue)
Los Angeles Center for Digital Art, Digital Art Exhibition, (one digitial photograph selected)
Los Angeles, Feb. 2005
Public.exe: Public Execution, Exit Art Gallery, New York City, 2004 (invitation)
Art & Science Collaborations, Inc. (ASCI), New School of Social Work Exhibition Area,
   December 2002 (invitation)
Digital02 Exhibition, New York Hall of Science, NY City, October, 2002 ((juried))
The American Museum of Natural History, NY City, Nov. 2002 ((juried))
60 Square Inches, Purdue University Galleries, Indiana, 2002 (juried)
TarantoLabs Gallery, NY City, December, 2002 (juried)
Franklin Furnace's 25th Anniversary exhibition at the Museum of Modern Art, Brooklyn Branch, NY City
Museum of Contemporary Art of Chicago, Chicago, Illinois 1997 (invitation)
Nexus Multimedia Events, Chicago, Illinois, 1996   (invitation)
MIT teleconference Open Gallery, MIT Creative Lab, Massachusetts, 1996   (invitation)
"Recent Works, Language Photographic Pieces," University of Alaska Gallery, Alaska, 1993 (invitation)

Regional and Local group exhibitions:

Tallahassee Democrat printed my digital photo for faculty exhibition
FSU University Club will exhibit my digital photographs over the summer.
Donated a couple of prints for a Senator's office.
Abstracted Landscapes: 2 Views, City Hall Gallery, Tallahassee, 2002.
Vice President of Research Office, FSU 1996
"Southern Women Invitational", Le Moyne Art Foundation, Tallahassee 1994

Non-Juried Exhibitions:

Curatorial Experience:

Below are exhibitions that I had the lead role as curator and designer.

This involves developing the core idea for the exhibition, securing the grants needed to produce the exhibition, identifying the site and installing the exhibition, designing and producing the catalogue and distributing the catalogue nationally and internationally.

I included the reviews specific to the exhibition/catalogues in this section.

National

2005-8   *"New Media / New Work"* Exhibitions During the College Art Association conference in Boston, 2006, New York, 2007 and Dallas, 2008 I will be curating exhibitions that highlight and examine the work of new media artists. *"New Media/New Work"* was exhibited at Art Interactive Gallery in Boston, 2006. New Media/New Work collected a cross-section of cutting-edge video and new media work that highlights diverse technical and thematic approaches to the medium including experimental abstractions and formal and narrative explorations. *"New Sound Waves"* will be an exhibition of sound pieces to be experienced during the College Art Association Conference in New York, 2007 *"Projections in Exteriors"* is an exhibition of outdoor video projections to be seen during the College Art Association Conference in Dallas, 2008

The New Media Caucus is a non-profit, international membership organization formed to advance the conceptual and artistic use of digital media. The caucus represents artists whose media are expanding with developments in digital technology and artists working in newly emerging media such as robotics, virtual reality, interactive and installation environments as well as artists working in established digital areas of video, sound and graphics. By providing a forum for the critical review of new media practice, the caucus increases the visibility and presence of new media practitioners.

Local and National and International

1994-8   THE FUTURE OF THE BOOK OF THE FUTURE was a hybrid artist installation/exhibition work that was designed as a collaborative project between traditional artists, book artists, poets, writers, historians, scientists and Internet activists on the impact of information technology on text, book publishing and culture. The first exhibition was at the Florida State Museum, then the University of Alaska, Anchorage and finally it was the inaugural exhibition for the opening of a new building to house the Japanese Department of Information Infrastructure in Tokyo, Japan. To maintain the idea of the exhibit as a cultural collaboration, artists and others from each new venue had to generate work for the exhibit. Only a few works from previous shows traveled. Events such as poetry reading, technology demonstrations, seminars and panel discussions were all part of the project. Many of the ideas and artifacts have been included on a website that captures some of the original anticipation and energy of that formative period when the Internet became public.

The FOB project was co-curated with Conrad Gleber, Director of Digital and Media Arts at La Salle University. My specific role was develop the core idea, secure the grant funding and design the catalogue that was produced for the FSU Museum of Fine Arts exhibition and the University of Alaska exhibition.

Reviews about the Future of the Book exhibition:

"The Future Book", June, National Public Radio, 1994

"On surfing through great literature, courtesy computers", Tallahassee Democrat, April, 1994

"When old books go bad, what's a librarian to do?" Tallahassee Democrat, March,1994

"Facing the future of books and buildings", Tallahassee Democrat, February, 1994

"Museum" muses on art with theater of the absurd", Anchorage Daily News, October, 1994

"Future of the Book' A look at the meaning of art", Anchorage Daily News, October, 1994

"Future of the Book", 6 pm news story, Anchorage TV News, October 1994

"*Books meet technology in a new exhibit that brings the future of books to life"*, The Northern Light, Anchorage, Alaska, October, 1994

Local

2002   *designX: critical reflections,* An art exhibition and exhibition catalogue that focused on the design process and the fundamental role of designers in our culture, The FSU Museum of Fine Arts, October, 2002

The exhibition included interactive media and computer-network interfaces by designers that use new dimensions of sound, motion, time and virtual space. Each designer was chosen to represent a specific perspective on design practice and contribute to the critical dialogue on the development of contemporary design.

I was the lead curator on the project. I developed the core idea, secured the funding through grants, selected the designers, designed, and edited the catalogue. The exhibition was local. Keith Roberson was the co-   curator for the exhibition.

Review of the exhibition or the catalogue:

2003   *designX: critical reflections,* Clive Philpot, British Council for the Arts, Newsletter, 2004 (review of the catalogue)

2003   Communication Arts Magazine, February, 2003 (notation of catalogue in the book review section)

2002   "*Designing new age of art*" Florida Flambeau, October, 2002 (review of the exhibition)

1997   *The On-Line Learning Environment*, Mary Brogan Museum of Art and Science, Tallahassee. This was a web site based on a cultural center with virtual exhibitions, interactive access to virtual exhibits and live video conferencing of lectures and demonstrations for students to explore and to enhance their classroom activities and enrich their education.

It was developed as a prototype. The web site was demonstrated at the opening of the museum, and used as an important component of a Knight Foundation Grant that was awarded to the Museum.

I designed the interface, produced the panoramic VR's of the virtual exhibitions and worked with a programmer to complete the web site.

Non-Juried Exhibitions: *Publications*

This section includes publications that do not follow traditional formats. They are catalogues from exhibitions and artist books.

Artist Books are multiple original art ideas using the book format. Artist Books are not reproductions or collections of art works. Artist Books are original art pieces use the printing process experimentally.

The *exhibition catalogues* that are listed below I have designed and edited are not reproductions of the exhibitions. They are extensions of the exhibitions with additional edited articles and art pieces. They are designed to extend the critical dialogue beyond the limited time that an exhibition is seen.

International

2004   International Digital Art Awards feature in 'Digital Photography & Design Magazine'
            Australia, March 2004 (Selected from over 4500 entries)

2003   International Digital Art Awards featured in 'Digital Photography & Design Magazine'
            Australia, February, 2003 (Selected from over 1500 entries)

1996   *FUTURE OF THE BOOK OF THE FUTURE*, Keio University Press, Tokyo, Japan, exhibition catalogue with accompanying CD ROM, 96 pg
            My role: editorial.

National

2004   *Ideas*, International Digital Arts Association, published by Ball State University, Indiana 2004. conference exhibition catalogue.
            My role: design and cover image

1995   *FUTURE OF THE BOOK OF THE FUTURE*, University of Alaska Press, October, 1995, exhibition catalogue, 38 pg
            My role: design and editorial

Local

2002   *designX: critical reflections*, FSU Museum of Fine Arts, October, 2002

exhibition catalogue in print and CD ROM form
My role: design and editorial

The exhibition catalogue is being distributed nationally through Printed Matter in New York City and distributed Internationally through Magnum Bookstore in London, England.

FUTURE OF THE BOOK OF THE FUTURE, FSU Museum of Fine Arts, October, 1994 exhibition catalogue.
My role: design and editorial

Information and Communication Technology

Internet Web Site Development

2004-5   BURNING ISSUES II – *The Role of Fire in Ecosytems*, (DVD) U.S. Department of the Interior, Bureau of Land Management, Washington D.C. Grant for project: $340,000.

BURNING ISSUES II, a DVD about the role of fire in the natural environment, funded by the US Department of the Interior's Bureau of Land Management and the Science Education area of FSU. This is an expansion of the award winning *Burning Issues* CD we produced with a redesign of the original project and the addition of new ecoVentures sections.

My role: Art Director: responsible for all of the graphic design and production BURNING ISSUES II (DVD). Designed the introduction splash screen and all of the print and packaging for the DVD.
Released, Fall 2005.

2005   "*Media Screening*" My role: designed the DVD packaging

2003-4   Interactive Media Science Projects, Science Education, FSU
http://www.fsu.edu/~imsp

My role was: Website designer designed the interface and programming.

2002-3   *Fire in Wildhorse Basin.* Wyoming Bureau of Land Management
Grant for project: $69,000. 2001 - 2003
http://www.fsu.edu/~imsp/wildhorse

Fire in Wildhorse Basin is an interactive web site to teach students in middle grades (5-9) about the role of fire in natural ecosystems, the use of fire in ecosystem management, and the techniques and strategies used to rehabilitate ecosystems that have been damaged by wild fire. Produced by the Science Education area of FSU and funded by the U.S. Department of the Interior, State Office of the Bureau of

Land Management in Wyoming.

My role: Art Director: produced all aspects of the site including overall design, graphics, flash and html programming.

2001-2   *Silent Invaders* - A web site about Invasive Species.
Funded by the US Department of the Interior's Bureau of Land Management,
U.S. Department of the Interior, $100,000

www.blm.gov/education/LearningLandscapes/explorers/lifetime/invasive.html

Silent Invaders, Developed by Florida State University's Science Education Department in cooperation with the Bureau of Land Management, Department of the Interior, to engage middle school students in learning about invasive plants and animals. The website includes a colorful and informative field guide to the top 20 most troublesome plant and animal species, an invasive plant control game, videos offering basic background information, and an educator's guide.

My role: Art Director: produced all aspects of the site including overall design, graphics, flash and html programming.

1999-2001   *Burning Issues - The Role of Fire in Ecosystems*, U.S. Department of the Interior, Bureau of Land Management. Grant for project: $270,000.

Burning Issues is an award winning multimedia CD ROM to help middle school students learn about the role of fire in ecosystems and explore the exciting but dangerous world of wild land fire management practices. It includes 5 panoramic views of natural ecosystems, links to an extensive field guide with more than 300 slides, videos, interviews, interactive games, and a simulation program used by fire managers. Produced by the Science Education area of FSU and funded by the US Department of the Interior's Bureau of Land Management.

Each year from 2001- 2004 over 7,000 discs have been distributed including one for every middle school child in Colorado.

My role: Graphic Designer including overall design and graphics production.

1996   *FUTURE OF THE BOOK OF THE FUTURE* Website: **grubini.com**

My role: I co-designed and produced this website with Chris Schmitt. This includes the interface design and all the technical programming. Chris Schmitt is the author of several books on the web.

Review of the FUTURE OF THE BOOK web site:

FUTURE OF THE BOOK OF THE FUTURE web site wins Como Award for excellence in web content and design, 1997.

FUTURE OF BOOK OF THE FUTURE web site wins High Five Award for excellence in Design, 1996

Contracts and Grants

Contracts and Grants Funded

This area includes grants that I wrote and received for projects I had a lead role in.

This is similar to grants for research, but the resource level in the arts is significantly lower because grants in the arts do not include operational or indirect expenses. Many of these grants were at the maximum allowed by the granting entity. For example, the grants from the Florida Arts Council for both the "FUTURE OF THE BOOK" project and the "*designX: critical reflections*" were the maximum grant allowed in the exhibition area.

International and National

2007–2009
Jennifer Burg, Wake Forest University and Conrad Gleber, La Salle University(s).
Making Connections in Computer Science by Linking Science to Practice through Digital Media.
Submitted to *National Science Foundation*.

My role: There will be a series of workshops at FSU, which is one of 8 schools involved, I am the project leader)

2005 – 2006
Various in-kind contributions to complete the New Media/New Work exhibitions including donated DVD printing and packaging.

My role was art director and curator and graphics designer for the project. I designed and produced all of the graphics as well as curated the project.

2003 – 2005
Research Grant: BURNING ISSUES 2 – The Role of Fire in Ecosystems, U.S. Bureau of Land Management, Department of the Interior, Washington D.C. project grant award: $340,000 (external funded)

My role was art director and graphics designer for the project. I designed and produced all of the graphics used in the project.

1996
Grants received for the FUTURE OF THE BOOK OF THE FUTURE exhibition and catalogue publication including shipping and travel. Grant from the Office of Information and Infrastructure Protection Agency, Tokyo, Japan $ 30,000 (external funded) Keio University, Tokyo, Japan $20,000 (external funded)

National

1995
Grants received for the FUTURE OF THE BOOK OF THE FUTURE exhibition and catalogue publication. PacTel Foundation, $1500 (external funded) The PacTel Corporation is the telecommunications company for the Alaska and a corporate Sponsor for the Arts in the Northwestern U.S. University of Alaska, Presidents Grant, $2000 (external funded) State/Local

2002
Grant of Apple Computers for the "*designX: critical reflections*" exhibition, $10,000
To cover all technical needs for the exhibition (external funded)

2002
Florida Arts Council, $12,000 for the "*designX: critical reflection*" exhibition and catalogue. (external funded)

1997
Grant from JL Properties (a corporate sponsor with a continued interest in funding new media arts projects.) $7000 to develop the On-Line Learning Environment. This was a prototype for a web-based museum in the arts and science. It was developed using interactive 3-D and sound/video transmission technologies and designed to improve public access of science and art through the use of high-quality telecommunication and information technologies. (external funded)

1994
Grants received for the "FUTURE OF THE BOOK OF THE FUTURE" exhibition and catalogue publication.
Florida Arts Council, $12,000 (external funded)
Apple Computers, $15,000 (external funded)
Microsoft, $2000 (external funded)
Begos Publishing, $5000 (external funded)

There were many in-kind contributions from national publishing companies who donated books published on CD ROM. There was additional local technical support from IBM to install and maintain the computers used during the month long exhibition.

University
2002
One semester sabbatical to work on "*designX: critical reflections*" publication and exhibition

2001
COFRS (FSU) award to develop "*designX: critical reflections*" publication and exhibition. $8000.

2001
Instructional Grant (FSU) to develop virtual visiting artist series using web and teleconferencing techniques. $5000.

1996
Planning Grant for the " FUTURE OF THE BOOK OF THE FUTURE" Publication of a CD ROM and Web Site,

1993
Instructional Grant for Digital Imaging, $5000 (internal funded)

SERVICE

Florida State University

University

Fine Arts Area Committee, *Undergraduate Policy Committee*, (*2004–2006*).
Computer Literacy and Fine Arts Committees, *Undergraduate Policy Committee*, (*1996–2006*).
Fine Arts Committee, *University Fellowship Award (1994 – 1996)*
Student Mentoring Program *(1994 – 2000)*

Department of Studio Art

Chair of Studio Art, (*1989–1996*)
Design Area Committee, (*200–2007*).
MFA Committee, (*2004–6*).
Promotion and Tenure Committee, *(2006)*
Art Students League, (*1991-1995*)

Program Leader

Program Leader, London Program for Design and Media Art, (2003–2006)

The Profession

Service to Professional Associations

Conference Coordinator, *International Digital and Media Arts Association* (*2006–2007*).
Board Member, *International Digital and Media Arts Association* (*Inclusive dates*).
Committee Chairperson, *Exhibition Committee, Coege Art Association; New Media Caucus*
     (*2005–2006*)
External Advisory Committee, *Electronic Arts, School of Contemporary Arts, University of Western Sydney, Australia (2004) (review the BFA program)*

Committee Member, *Publications, International Digital and Media Arts Association* (*2004–2007*
Committee Member, *Exhibition Committee, College Art Association; New Media Caucus* (*2004–2007*).

Task Force Member, *Guidelines for promotion and tenure for New Media Artists*, College Art
   Association *(2005–2007)* (*selected to be one of five members of the committee*)

Service to the Community

Founding Board Member, *Brogan Museum of Art and Science (1992–2000).*
Committee Chairperson, *Committee name, Organization (Inclusive dates).*
Committee Member, *Women's Build and American History Week, Zonta* (*2003–2005*).
Committee Member, *Capital Womens Network* (*1999–2005*).

PLEASE NOTE: This vitae 1994–2007 represents my activities after receiving tenure.