

LEV MANOVICH

Email: manovich.lev@gmail.com

Professional website (publications, projects, selected interviews, recent press): www.manovich.net

Lab website: <http://www.culturalanalytics.info/>
(Previous lab site, 2008 – 2016: <http://www.softwarestudies.com>)

Born: Moscow, Russia. Citizenship: U.S.

EDUCATION

UNIVERSITY OF ROCHESTER, 1989-1993

Ph.D. in Visual and Cultural Studies, 1993

Courses in art history, literary theory, film theory and cultural studies.

Dissertation title: "The Engineering of Vision from Constructivism to Virtual Reality"

Advisors: Mieke Bal, Norman Bryson

CORNELL UNIVERSITY, 1991-1992

Graduate Student Exchange Scholar (while completing the dissertation at University of Rochester)

Courses in social theory, political theory, art theory

NEW YORK UNIVERSITY

M.A., Program in Experimental Psychology, Department of Psychology, 1988

Coursework in image processing, computer vision, visual perception, human information processing, statistics, probability theory, cognition.

Thesis: a software package for simulation of mathematical models of human vision

B.A., Liberal Arts, 1985

Gallatin Division 1983-1984

Department of Film and Television, Tisch School of the Arts, 1982-1983

MOSCOW INSTITUTE OF ARCHITECTURE, Moscow

Department of Civil Architecture, 1977-79

ADDITIONAL STUDIES

International Summer Institute for Semiotic Studies, University of Toronto, Toronto, 1990 (semiotics, literary theory)

NEH Summer Institute "Theory and Interpretation in the Visual Arts," University of Rochester, 1989 (art theory)

CUNY, New York, 1987-1988 (graduate classes in philosophy)

New School for Social Research, New York, 1987-1988 (graduate classes in philosophy)

Art Students League, New York, 1983 (drawing, painting)

Private studies in classical drawing techniques, Moscow, 1975-1977

School of Fine Arts, Moscow, 1974-1975 (drawing, painting)

University of the Arts, Moscow, 1972-1974 (fine arts)

AWARDS AND FELLOWSHIPS (up to 2008):

Dean's Fellowship, New York University, 1984
 Founder's Day Award, New York University, 1984
 Dean's Fellowship, Graduate School of Arts and Sciences, New York University, 1987-1988
 New York University Graduate Fellowship, 1986-1988
 New York University Graduate Fellowship, 1986-1988
 National Institute of Health Fellow, 1987-1988.
 University of Rochester Graduate Fellowship, 1990-1992
 Research Grant, Center in Russian and East European Studies, University of Illinois, 1991.
 Summer Faculty Fellowship, University of Maryland, 1994
 Faculty Development Grant, University of Maryland, 1994
 Special Research Initiative Support award, University of Maryland, 1994-1995
Mellon Fellowship in Art Criticism, California Institute of the Arts, 1995-1996.
 Academic Senate Research Fellowship, UCSD, 1996-1997
 Faculty Career Fund Fellowship, UCSD, 1997-1998
 Summer Faculty Fellowship, UCSD, 1997
 Hellman Faculty Fellowship, UCSD, 1997-1998
 Chancellor's Associates Faculty Grant, 1999-2000
 Humanities Center Fellowship, UCSD, 2000
 Academic Senate Research Fellowship, UCSD, 2000-2001
 Academic Senate Research Fellowship, UCSD, 2001-2002
Guggenheim Fellowship, 2002-2003.
 Academic Senate Research Fellowship, UCSD, 2006-2007

GRANTS for Software Studies Initiative research, 2008 - present

Title	Agency	Amount of award	Date and period of contract/grant	Role, e.g. PI, co-investigator, project leader, etc.
Vectors journal Fellowship	Vectors journal (USC)	\$47,500	6/2007-6/2008	PI
Cultural Analytics: A New Methodology For Studying Creativity (UCSD Academic Senate Research Fellowship)	UCSD	\$15,000	2008-2009	PI
Visualizing Cultural Patterns (UCSD Chancellor Office Collaboratory award)	UCSD Chancellor Office	\$120,000	7/1/2008-7/1/2010	Co-PI
Visualizing Patterns in Databases of Cultural	National	\$14,000	1/2009-	PI

Images and Video (NEH Humanities High Performance grant)	Institute of Humanities		12/2009	
Mapping Asian Cultures: From Data to Knowledge	Singapore Ministry of Education	\$141,000	4/2009-4/2012	External collaborator
Interactive Visualization of Media Collections for Humanities Research (NEH Digital Startup Level 2 grant)	National Institute of Humanities	\$50,000	5/2010-5/2011	PI
Interactive Supervisualization of Large Image Collections (CSRO grant)	Calit2	\$38,940	5/2010-5/2011	PI
A Cultural Analytics Framework for Identifying and Integrating Creative Patterns of User Behavior and Experience in the Scalable City Multi-User Virtual World (NSF EAGER Grant)	NSF	\$300,00	8/2010-8/2012	Co-PI
Tools for the Analysis and Visualization of Large Image and Video Collections for the Humanities	Mellon Foundation	\$476,623	4/2012-3/2015	PI
Connections between characteristics of Twitted images and well-being measures of cities	Twitter	Twitter data set	5/2014 -	Co-PI
Analysis of images shared on Twitter worldwide during 2011-2014	Calit2	\$45,000	9/2014-8/2015	PI

INVITED RESIDENCIES:

Villa Waldberta residency, Cultural Department, Munich, May 1996.

Critic in residence, Medialabor Munich, Munich, May 1996.

Fellow, The Zentrum für Literaturforschung, Berlin, July-September 2002.

Inaugural Critic residency, Sydney College Of The Arts, Sydney, April 2003.

Digital Culture Fellow 2002, The Digital Cultures Project, UCSB, April–June 2004.

Inaugural media artist residency, The Baltic Center, Newcastle, July-September 2003.

Visiting Scholar, University of Cologne, Cologne, July 2004.

Media theory residency, Hong Kong Art Center, Hong Kong, September 2004.

Visiting Fellow, The Piet Zwart Institute, Rotterdam, Fall 2005.

Senior Fellow, Institute for Advanced Study on Media Cultures of Computer Simulation, Leuphana University Lüneburg, Summer 2015.

ADMINISTRATION POSITIONS

SOFTWARE STUDIES INITIATIVE <www.softwarestudies.com>, California Institute for Telecommunication and Information (Calit2) and The Graduate Center, CUNY

Founder and Director, May 2007 – present

TEACHING POSITIONS

THE GRADUATE CENTER, CUNY

Professor, Graduate Computer Science Program, 2013-

UNIVERSITY OF CALIFORNIA, SAN DIEGO, USA

Professor, Visual Arts Department, 2005 - 2012

Associate Professor, Visual Arts Department, 2000 - 2005

Assistant Professor, Visual Arts Department, 1996 – 2000

UNIVERSITY OF MARYLAND BALTIMORE COUNTY, USA

Assistant Professor of Imaging and Digital Arts, Visual Arts Department, 1993 - 1996

VISITING TEACHING POSITIONS

EUROPEAN GRADUATE SCHOOL, Saas-Fee, Switzerland

Visiting Professor, 2009 –2013

CENTRE FOR CULTURAL STUDIES, GOLDSMITHS COLLEGE, University of London, UK

Visiting Professor, 2007- 2008

INSTITUTE OF CREATIVE TECHNOLOGIES, DE MONTFORT UNIVERSITY, Leicester, Visiting Research

Professor, 2008-2010

COLLEGE OF FINE ARTS, THE UNIVERSITY OF NEW SOUTH WALES, Sydney

Visiting Research Professor, 2007-2009

GOTHENBERG ART ACADEMY, Gothenberg, Sweden

Visiting Professor, Fall 2007

CENTER OF IMAGE SCIENCE, DONAU-UNIVERSITAET KREMS, Austria

Visiting Professor, 2007-

UNIVERSITY OF SIEGEN, Siegen, Germany,

Visiting Professor, 2007

THE ART SCHOOL, HONG KONG ARTS CENTRE, Hong Kong

Visiting Professor, September 2004

SCI-ARC (Southern California School of Architecture), Los Angeles

Visiting Professor, summer session 2004

UNIVERSITY OF ART AND DESIGN, HELSINKI

Visiting Professor, Media Lab, Fall 2000

AMSTERDAM UNIVERSITY

Visiting Professor, Department of Film and Television, Fall 1999

STOCKHOLM UNIVERSITY

Visiting Professor, Department of Cinema Studies, Fall 1999

CALIFORNIA INSTITUTE OF THE ARTS, USA

Mellon Fellow in Art Criticism, Division of Critical Studies, 1995-1996

Instructor, "Art, Digital Media and Cyberculture" lecture course, 1995

SCHOOL OF FILM AND TELEVISION, UCLA, USA

Visiting instructor, winter 1996

"Digital Movie Making" course for MFA students in film and Ph.D. students in Critical Studies

ART CENTER COLLEGE OF DESIGN, USA

Graduate Advisor, 1995

UNIVERSITY OF SYRACUSE, USA

Visiting Assistant Professor, DEPARTMENT OF ART MEDIA STUDIES, 1992-1993

Courses in computer graphics, computer animation, computer graphics programming

UNIVERSITY OF ROCHESTER, USA

Instructor, "Vision Machines from Renaissance to Computer Age," DEPARTMENT OF ART AND ART HISTORY, 1992

FILM/VIDEO ARTS, New York

Instructor, workshop on computer graphics and animation, 1990

INDUSTRY EXPERIENCE

CONTENT DEVELOPMENT

Contributing Editor, television.com, Los Angeles, 2000.

Conceptualized a section of the new Web portal television.com focusing on interactive television and the future of media. Wrote 5 columns on media/IT convergence for this section.

3D COMPUTER GRAPHICS AND ANIMATION

Consultant in Computer Animation, Visual Impressions, Rochester, NY, 1991-1992

Director of Computer Animation Production, Visual Impressions, Rochester, NY, 1988-1990

Computer Animator, Digital Effects, New York, 1984-85

SOFTWARE DEVELOPMENT

Software Engineer, COM-PRO, Rochester, 1988

Design, coding (C/UNIX) and documentation of real-time telecommunication application.

Research Assistant, Visual Modeling Lab, New York University, 1986-1988

Design, coding (C/UNIX) and documentation of a software package for simulation of mathematical models of human

vision.

Development of a number of software tools for quantitative analysis and visualization of large image and video collections, Software Studies Initiative, 2008 - present

CURATORIAL EXPERIENCE

Member of Curatorial Team, New York Digital Salon, New York, 2002.

Member of Curatorial Team, Media City Seoul Biennale, Seoul, 2006. Large international biennale of media art that in 2006 presented 70 artists.

Member of Curatorial Team, Internet Pavilion, Venice Biennale, 2011.

Curator, “Artistic Data Visualization,” Riga, 2015.

EDUCATIONAL CONSULTING

Consultant (establishing a program in new media), School of the Arts, Columbia University, New York, 2002.

Consultant, Connecticut College, Ammerman Center for Arts & Technology, 2016.

SYMPOSIUMS, SEMINARS, WORKSHOPS, PANELS ORGANIZATION

1. Computing Culture, UCSD, 1998.

A one day symposium about new media art and culture. Organizer and Chair.

2. SoftWhere 2008.

This two day international workshop at UCSD was the first North America event for the emerging Software Studies field. The workshop included presentations from 24 participants. Co-organized by Lev Manovich, Noah Wardrip-Fruin, Jeremy Douglass. May 2008. Funded by Calit2, Visual Arts Department (UCSD), CRCA (Center for Research in Computing and the Arts), HASTAC (Humanities, Arts, Science, and Technology Advanced Collaboratory, hastac.org), and UCDARNET (ucdarnet.org). Workshop web site with videos of all presentations: <http://workshop.softwarestudies.com/>.

3. “Software Studies” panel, HASTAC II conference, University of California – Irvine, May 23, 2008 Panel organizer and moderator.

4. Cultural Analytics seminar @Calit2: Software Studies, Calit2 +UCSD and University of Bergen, December, San Diego, December,16-17, 2009. 2 day seminar organizer and presenter.

5. “Visualization as a Method in Art History” session, College Art Association (CAA), February 2012. Co-chair.

6. “Museums and Technology,” an evening event with director of R&D and design curator from MoMA, Director of Digital Media at Copper-Hewitt, and Chief Digital Officer from The Metropolitan Museum of Art. The Graduate Center, CUNY, April 22, 2014. Event organizer and moderator.

7. Culture Analytics Insititute, UCLA, 2016.

Three month Research Institute housing 300 participants, with five 3 day workshops. Member of a five person organizing team. UCLA, March 7 – June 10, 2016. <http://www.ipam.ucla.edu/programs/long-programs/culture-analytics/>

8. Culture Analytics Beyond Text: Image, Music, Video, Interactivity and Performance workshop (part of Culture Analytics Insitute). Chair of organizing committee. UCLA, March 21-24, 2016. <http://www.ipam.ucla.edu/programs/workshops/workshop-i-culture-analytics-beyond-text-image-music-video-interactivity-and-performance/>

BOOK SERIES EDITOR

Editor (with Noah Wardrip-Fruin and Mathew Fuller), Software Studies book series, MIT Press, 2008 – present

Editor (with 4 other people), The Quantitative Methods in the Humanities and Social Sciences book series, Springer, 2012 – present

SOFTWARE FOR DIGITAL HUMANITIES RESEARCH

1)

Douglass, Jeremy, Sunsern Cheamanunkul, Lev Manovich. Cultural Analytics Toolkit. 2009-2011.

A number of open source software tools for the analysis of sets of cultural images and videos. Written in Java, Python, and Matlab. Together with Jeremy Douglass, I developed specifications for the tools, supervised implementation, and extensively tested software during development.

The tools are available on <http://code.google.com/p/softwarestudies/>.

2)

Yamaoka, So, Lev Manovich, Jeremy Douglass, Falko Kuester. HiperSpace Cultural Analytics tools. 2009-2011.

Software for real-time interactive visualizations of image sets on scalable multi-screen display walls that use CGLX middleware. Developed on 287 megapixel HIPerSpace supervisualization system by Gravity Lab at Calit2 under Manovich's direction. I have supervised software design, development, extensive incremental testing using data sets provided by Software Studies Initiative, and co-authored a paper about the software and its use.

3)

Manovich, Lev. ImageSlice. 2009-2010.

ImageJ macro for visualizing an image sequence as a “slice.” I conceived and wrote the software.

4)

Manovich, Lev. ImageMontage. 2009 - 2010.

ImageJ macro for visualizing image sets in a grid format with user-defined options. I conceived and wrote the software.

5)

Manovich, Lev. ImagePlot (development versions). 2009-2010. ImageJ macro for creating highly customisable high-resolution visualizations and animations of image sets of any size. I conceived and wrote the software.

6)

Manovich, Lev. ImageMeasure. 2009-2011. ImageJ macro for batch measuring visual properties of an image set. I

conceived and wrote the software. (Distributed together with ImagePlot.)

7)

Lev Manovich, Jeremy Douglass, Jay Chow, Xiangfei Zeng, Matias Giachino, and Tara Zepel. ImagePlot. 2010 – 2013.

Based on the original code written by Lev Manovich in 2009-2010 for our internal lab use, we developed a full version with GUI, written detailed documentation, created sample data sets, and prepared software package for public distribution. I supervised the development, tested software, co-authored documentation, and directed preparation of package for public distribution.

<http://lab.softwarestudies.com/p/imageplot.html>

8)

Zepel, Tara and Lev Manovich. ImagePlot documentation. 2011.

Co-authored documentation for ImagePlot software which includes both practical instructions and theoretical discussions how to explore cultural images using digital image analysis and visualization.

<http://lab.softwarestudies.com/p/imageplot.html>

9) Jeremy Douglass, Lev Manovich, Omeed Mirbod, Jay Chow. SEASR/Meandre image analysis and visualization tools. 2012-2014

Using the grant from Andrew Mellon Foundation, we begin development of a new set of software tools for SEASR/Meandre, a major digital humanities platform supported by Mellon Foundation. The proposed software will be the first comprehensive and integrated tool set for working with image and video collections types inside a single software environment. During the first year of the grant (2012-2013), we implemented and documented the first working version of the software (see <http://neen.ucsd.edu/MeandreDocumentation/>.) Together with Jeremy Douglass, I developed detailed specifications for the software, supervised the developers, and worked on the preparation of sample data sets and their visualizations.

PUBLICATIONS

I. DVD

1)

Lev Manovich / Andreas Kratky. Soft Cinema: Navigating the Database. MIT Press, 2005.

A DVD presenting two films by Lev Manovich, one film by Andreas Kratky, architectural projects by Jason Danziger and Andreas Angelidakis, visualization by OfCD, and documentation of Soft Cinema installations (2002-2004).

First printing: May 2005.

Reprinted December 2005.

Selected as the Book of the Month for February 2007 by The Resource Center for Cyberculture Studies. (<http://rccs.usfca.edu>)

Publications:

Richard Colson, The Fundamentals of Digital Art (textbook), (Switzerland: AVA, 2007). (www.avabooks.ch)

Pat Harrigan and Noah Wardrip-Fruin, eds., Second Person (The MIT Press, 2007).

Collections:

“Sonarfiles,” a mobile mediatheque which shows a story of contemporary electronic culture through Sonar festival history. (Included 2006).

Selected DVD reviews and articles about the DVD:

AfterImage (USA), review by Seth Thompson, September-October 2005.

The Moving Image Journal (USA), review by Steve Anderson, 2005.

MetroTimes (Detroit), review by Rebecca Mazzei, October 5, 2005.

Exibart Onpaper, review by Monica Ponzini (September-October, 2005), 57.

Art Monthly (UK), review by Michael Gibbs, November 2005.

De Tijd (by Pieter van Bogaert), August 29, 2005.

Exibart (Italy), No. 25, September/October 2005.

A Minima (Spain), No. 13, September 2005.

Svenska Dagbladet (Sweden), November 17, 2005.

Resource Center for Cyberculture Studies, review by Tico Romao, February 2007.

Le Monde Diplomatique (Norway Edition), “Database as a Cultural Form,” a feature by Trong Lundemo, January 2007. (Feature.)

II. BOOKS

1)

Manovich, Lev and Efimov, Alla. Tekstura: Russian Essays on Visual Culture. Chicago: University of Chicago Press, 1993. 257 pages. Co-editor, translator, and co-author of the introduction.

2)

Manovich, Lev. Metamedijski [Macromedia]. Belgrade: Center for Contemporary Arts, 2001. This book, published in Serbian, consists of five previously published articles and an introduction.

3)

Manovich, Lev. The Language of New Media. Cambridge, Mass.: The MIT Press, 2001.

Selected as the book of the month (8/01) in Resource Center for Cyberculture Studies.

A section “How Media Became New” reprinted in Communication in History: Technology, Culture, Society, 4th ed. (Pearson Education, 2003).

A part of the book section “What is New Media” reprinted in The New Media Theory Reader (London: Open University Press).

Selections from “Database as Symbolic Form” and “Navigable Space” chapters reprinted in The New Media and Technocultures Reader, eds. by Seth Giddings with Martin Lister. Routledge, 2011.

Published translations:

Italian (Edizioni Olivares).

Korean (Thinking Tree).
 Spanish (Paidós.)
 Latvian (Riga Center for New Media Culture).
 Polish (Wydawnictwa Szkolne I Pedagogiczne).
 Lithuanian (MENE).
 Slovenian (Zavod Projekt)
 French (Espace Multimédia Gantner).
 Estonian (Estonian Academy of Arts; due for publication by January 2012).

Translations in progress (contract signed with The MIT Press):

Greek (Athens School of Fine Arts).
 Japanese (licensed to Misuzu Shobo).
 Turkish (Everest publications).
 Czech (Korolinum Press, Charles University, Prague).
 Chinese simplified character edition (Post Wave Publishing Ltd.).

The reviews of The Language of New Media - US (total 24):

Artbyte, review by Steven Shapiro, May 2001.
Rhizome, review by Marisa S. Olson, July 2001.
Resource Center for Cyberculture Studies, review by Katie Mondloch, August 2001.
Resource Center for Cyberculture Studies, review by Bryan Alexander, August 2001.
CAA Reviews, review by Katie Mondloch, summer 2001.
Afterimage, review by Are Flagan, July/August 2001.
I.D. (International Design Magazine), short review, June 2001.
Infodad.com (TransCentury Comm.), short review, May 2001.
Publishers Weekly, mention, August 28, 2000.
Forecast (Bridgewater, NJ), short review, Nov. 2000.
Leonardo, review by Sean Cubitt, Fall 2001.
Artforum, review, Spring 2001.
RES, review, 2001.
Convergence, review, summer 2001.
Film Comment, review by Paul Arthur, Nov/Dec 2001.
Post-Modern Culture, review by William Warner, 2002.
Literature and Psychology, review, 2002.
Electronic Book Review, review by Geniwate, April 2002.
Artmargins, review by Inke Arns, 2002.
Argumentation and Advocacy, review by Barbara Warnick, Spring 2002
Kairos 7: 1, review by Bradley Dilger, Spring 2002 (english.ttu.edu/kairos/7.1/).
Wired 10.08, short review, August 2002, p. 54.
American Literature 6/2003, 456-457, review by Gristina Klein.
Image & Narrative February 2003, Jan Van Looy, "Digital Marx: Manovich's New Language of Media"
 (www.imageandnarrative.be/mediumtheory/janvanlooy.htm).

The reviews of The Language of New Media - Other Countries (total 35):

DPICT, review, April/May 2001.
Financieel Economische Tijd (Brussels), review by Pieter van Bogaert,
 August 2001.
Visio (Helsinki), review by Erkki Huhtamo, April 2001.

Mute 20 , review by Josephine Berry, June 2001.
Cre@te Online (London), review, August 1, 2001.
rai.it (Web portal of Italian TV), review by Marco Deseriis, July 2001.
Design Research News, review, August 2001.
DE:BUG 55, review by Stefan Heidenreich, 2001.
Frankfurter Allgemeine Zeitung, review by Bernhard Dotzler, March 8, 2002.
 Berta Sichel, review in Madrid (publication unknown), 2001.
netzzeitung, review by Martin Conrads, 2001. Germany.
Texte zur Kunst, review by Martin Conrads, 2001 Germany.
Art Monthly, review by Michael Gibbs, October 2001.
Berliner Zeitung, review by Tilman Baumgärtel, 2001.
Telepolis, review by William Warner, 2002. Germany.
Galaxia. Transdisciplinarity Journal on Semiotics, Communication and Culture, review by Irene Machado, 2002. Brazil.
Senses of Cinema (<http://www.sensesofcinema.com/>) review by Darren Toffs (AU), 2002.
The Art Book (UK), review, March 2002.
Medienwissenschaften Rezensionen, review by Lutz Nitsche, 2002. Germany.
Dichtung Digital, review by Heiko Idensen (www.dichtung-digital.com/2002/03-22-Idensen.htm) (Germany)
Sueddeutsche Zeitung, review by Cornelia Vismann, Munich, 2002.
Xi (Amsterdam), review, 2002.
De Witte Raaf 97 (May-June 2002), review by Paul de Vylder
Zurcher Kultur (Switzerland), review by Stefan Zucker, May 17 2002.
Cream 10 <<http://www.laudanum.net/cream>> review by Inke Arns, 2002.
Dichtung Digital, review by Inke Arns (Germany), 2002.
IASL, feature article about the book by Rembert Hüser (Germany). 2002.
Architectural Association Files 47 (pp. 76-78), review by Norman Bryson, 2002.
Common Knowledge 9:1, review by Marjorie Perloff. (pp. 158-159.) (Duke University Press, 2003),
The European Journal of Communication 17 (3), review by Michael Higgins, 2002.
Apogeeonline, review by Matteo Bittanti.
Politiken, review by Andreas Brogger (Sat, August 17, 2002), Danish daily newspaper.
Film-Philosophy (www.film-philosophy.com), Michael Truscello, "The Birth of Software Studies: Lev Manovich and Digital Materialism" Vol. 7 No. 55, December 2003 (London).
Film-Philosophy, vol. 8 no. 19, review by Eddie Duggan, June 2004 (London).

4)

Lev Manovich and ZKM. Soft Cinema 1. ZKM / Zentrum für Kunst und Medientechnologie, Karlsruhe, Germany. First edition, 2002. Second revised edition, 2003. 60 pages.
 Editor and main author; contributions by Andreas Kratky, Jason Danziger, and Andreas Angelidakis.

5)

Lev Manovich and Andreas Kratky. Soft Cinema: Navigating the Database. MIT Press, 2005. The 40-page book that accompanies Soft Cinema: Navigating the Database DVD. Editor and main author; with contributions by Andreas Kratky.

6)

Lev Manovich. Black Box – White Cube. Berlin: Merve Verlag Berlin, 2005. This book published in German consists from five previously published essays.

7)

Lev Manovich. Software Culture. Italian translation: Milan: Edizioni Olivares, 2010.

The English text released on the web under Creative Commons License, 11/20/2008:
www.softwarestudies.com/softbook.

8)

Lev Manovich. Software Takes Command. Bloomsbury Academic: 2013. 370 pages.
 (Significantly revised and expanded version of Software Culture published in Italian in 2010.)

Published Translations:

(Spanish) El software toma el mando. UOC Press, 2013.

The reviews of Software Takes Command:

Warren Buckland, *New Review of Film and Television Studies*, September 2014

Patrick Davison, *International Journal of Communication*, August 2014

Yanni Alexander Loukissas, *Journal of Design History*, June 2014

Bernhard Rieder, *Information, Communication & Society*, May 2014

Yuwei Lin, *Information, Communication & Society*, April 2014

Rob Kitchin, *Information, Communication & Society*, April 2014

Tom Lynch, *Research in Review*, January 2014

Lev Manovich – *Software Takes Command* by Alessandro Lodovico, *Neural*, January 2014

Software Takes Command? by Tatiana Mazali, *Mediascapes*, Fall 2013

New Media as Software by Manuel Portela, *Capa*, Fall 2013

Noumenal Data. Software Takes Command by Tom Kohut, *The Red-Assiniboine Research Unit*, November 2013

Recenzja książki: Lev Manovich, “*Software Takes Command*” by Edwin Bendyk, *Polytika.pl*, October 2013

Software takes command de Lev Manovich. Dime qué software (y cómo lo) usas y te diré quien eres. Part I, Part II, Part III by Alejandro Piscitelli, *Conectar Lab*, August 2013

Understanding Media and Software by Matt Bernico, *Militant Media*, July 2013

Christoph Engemann, *Zeitschrift für Medienwissenschaft*, September 2009 (review of the first open source manuscript version)

IV. White papers

Manovich, Lev. “Cultural Analytics.” June 2008.

V. Research Articles and Book Chapters

1)

Manovich, Lev. "Perceptual Semiotics: Functions of Repetitions in a Visual Image." In Semiotics 1988, edited by J. Deely, K. Haworth, T. Previtt, 479-486. New York: University Press of America, 1988. Journal article.

2)

Landy, M.S., Manovich, L.Z. and Stetten, G.D. “Applications of the EVE Software for Visual Modeling.” Vision Research 31: 329-338. Journal article.

3)

Landy, M.S., Manovich, L.Z. and Stetten, G.D. "All About EVE: The Early Vision Emulation Software." Behavior Research Methods, Instruments and Computers 21, no. 5 (1989): 491-501. Journal article.

4)

Manovich, Lev. "Describing the Structure of a Visual Image." In Semiotics 1989, edited by J. Deely, K. Haworth, T. Previtt, 193-200. New York: University Press of America, 1989. Journal article.

5)

Manovich, Lev. "'Real' Wars: Esthetics and Professionalism in Computer Animation." Design Issues 6, no. 1 (Fall 1991): 18-25. Journal article.

6)

Manovich, Lev. "Assembling Reality: Myths of Computer Graphics." Afterimage 20, no. 2 (September 1992): 12-14. Journal article.

Reprinted (in German) as "Reality Effects in Computer Animation." In Illusion und Simulation. Begegnung mit der Reality, edited by Stefan Iglhaut, Florian Roetzer, Elisabeth Schweeger, 49-60. Cantz Verlag, Ostfildern, 1995. Book chapter.

Reprinted in A Reader in Animation Studies, edited by Jayne Pilling. Sydney: John Libbey & Company, 1997. Book chapter.

7)

Manovich, Lev. "Mapping Space: Perspective, Radar and Computer Graphics." In SIGGRAPH '93 Conference Proceedings, edited by Thomas Linehan, 143-147. New York: ACM, 1993. Conference paper.

Reprinted (in Finnish) in Virtuaalisuuden Arkeologia (Archeology of Virtuality), edited by Erkki Huhtamo, 143-159. Finland: The University of Lapland, 1995. Book chapter.

8)

Manovich, Lev. "The Engineering of Vision and the Aesthetics of Computer Art." In Computer Graphics 28, no. 4 (1994): 259-263. Journal article.

Reprinted as "The Labor of Perception: Electronic Art in Post-Industrial Society." In ISEA '94. Fifth International Symposium on Electronic Art Proceedings. Helsinki: University of Art and Design, 1994.
http://www.uiah.fi/publications/isea_proc. Conference paper.

9)

Manovich, Lev. "Digital (R)evolution." (In English and German) In European Media Art Festival 1994, 306-309. Osnabrück: Europäisches Medienkunst Festival, 1994. (This article later become part of "Paradoxes of Digital Photography.") Conference paper.

10)

Manovich, Lev. "From the Externalization of the Psyche to the Implantation of Technology." In Mind Revolution: Interface Brain/Computer, edited by Florian Rötzer, 90-100. München: Akademie Zum Dritten Jahrtausend, 1995. Book chapter.

Reprinted in Artbrain 2 (New York, 2002). (www.artbrain.org). Journal article.

Reprinted in Prosthetics: Carnal. Assembling. Extant, eds. Marquard Smith and Joanne Morra (The MIT Press, 2005). Book chapter.

11)

Manovich, Lev. "The Labor of Perception." (In German) Schöne neue Welten?, edited by Florian Rötzer, 158-170. München: Klaus Boer Verlag, 1995. Book chapter.

Reprinted in Clicking In: Hot Links to a Digital Culture, edited by Lynn Hershman-Leeson, 183-193. Seattle: Bay Press, 1996. Book chapter.

Reprinted (in English and German) in Telepolis - das Magazin der Netzkultur (www.ix.de/tp) 1997. Journal article.

12)

Manovich, Lev. "Archeology of a Computer Screen." (In German) Art Forum International 132 Kunst (November - January 1996): 124-135. Journal article.

Reprinted (in English and in Russian) in NewMediaLogia, edited by Irina Alpatova, 39-50. Moscow: Soros Center for the Contemporary Art, 1996. Book chapter.

Reprinted (in Finnish) in Johdatus uuteen mediaan, edited by Minna Tarrka, Kari Hintikka and Asko Mäkelä, 166-182. Helsinki: Edita, 1996. Book chapter.

Reprinted (in English) in kitsch 14 (Trondheim, Norway: Kunstakademiet, 1997): 4-9. Journal article.

Reprinted (in English) in Cain, Abel or Cable? The Screen Arts in the Digital Age, edited by Thomas Elsaesser, 27-43. Amsterdam: Amsterdam University Press, 1998. Book chapter.

Parts reprinted (in Russian) in Works of the Laboratory of Virtualistics. Vol 4. Virtual Realities, edited by Nikolai Nosov, 176-182. Moscow, 1998. Book chapter.

Reprinted (in Danish) in I billedet er alt muligt, edited by Bent Fausing. Copenhagen: Tiderne Skifter/Gylendal Publisher, 2000. Book chapter.

Reprinted (in Polish) in Technologie widzialnosci, an anthology dedicated to theory of electronic media (Cracow: UNIVERSITAS Publishing House, 2001). Book chapter.

13)

Manovich, Lev. "Paradoxes of Digital Photography." (In English and German) Photography After Photography, edited by V. Amelunxen, Stefan Iglhaut, Florian Rötzer, 58-66. München: Verlag der Kunst, 1995. (A part of this article was first published as "Digital (R)evolution.") Book chapter.

Reprinted (in Finnish) in Tiedotustutkimus 3/1997 (Finland: University of Tampere): 41-48. Journal article.

Reprinted in The Photography Reader, edited by Liz Wells (London: Routledge, 2002). Book chapter.

Reprinted (in Spanish) in The Uses of Image: Photography, Film and Video in La Colección Jumex (Latin American Art Museum of Buenos Aires, Buenos Aires, 2004). Book chapter.

Reprinted (in Polish) in Kolem Fotografie (Euroamericke mysleni o fotografii) [On Photography (Euro-American Thoughts On Photography)], ed. Pavel Vancat. Prague: Fra Publishing, 2005. Book chapter.

14)

Manovich, Lev. "Reading Media Art." (In German) Mediagramm (ZKM / Zentrum für Kunst und Medientechnologie Karlsruhe) 20 (July 1995): 4-5. Journal article.

15)

Manovich, Lev. "To Lie and to Act: Potemkin's Villages, Cinema and Telepresence." (In English and German) Mythos Information -- Welcome to the Wired World. Ars Electronica 95, edited by Karl Gebel and Peter Weibel, 343-353. Vienna and New York: Springer-Verlag, 1995. Book chapter.

Revised version reprinted in Cain, Abel or Cable? The Screen Arts in the Digital Age, edited by Thomas Elsaesser, 189-199. Amsterdam: Amsterdam University Press, 1998. Book chapter.

Further revised version reprinted in The Robot in The Garden: Telerobotics and Telepistemology On The Net, edited by Ken Goldberg. Cambridge, Mass.: The MIT Press, 2000. Book chapter.

16)

Manovich, Lev. "Avant-Garde, Cyberspace, and Architecture of a Future." (In German) Stadt am Netz. Ansichten von Telepolis, edited by Stefan Iglhaut, Armin Medosch, Florian Rötzer, 39-40. Bollman Verlag, 1996. Book chapter.

17)

Manovich, Lev. "Cinema and Digital Media." (In English and German) in Perspektiven der Medienkunst/Perspectives of Media Art, edited by Jeffrey Shaw and Hans Peter Schwarz, 151-156. Cantz Verlag Ostfildern, 1996. Book chapter.

Reprinted (in German) in Viper: International Film, Video and Multimedia Festival 1996, (Lucerne, 1996): 9-11. Book chapter.

Reprinted (in Russian) in COMPUTERRA (www.computerra.ru), Moscow, 1999. Article for online portal about computer culture.

Reprinted in Technology and Culture: The Film Reader, edited by Andrew Utterson (London: Routledge, 2005). Book chapter.

18)

Manovich, Lev. "The Aesthetics of Virtual Worlds: Report from Los Angeles." (In German and English) Telepolis - das Magazin der Netzkultur, n.p. (www.heise.de/tp/artikel/6/6030/1.html). Munich: Verlag Heinz Heise, 1996. Journal article.

Reprinted in CTHEORY (www.ctheory.com). Journal article.

Reprinted in Digital Delirium, edited by Arthur and Marilouise Kroker, 288-300. New York: St. Martin's Press, 1997. Book chapter.

A revised and shortened version reprinted (in German) as "Digital Reality." In TRIEBWERK (Vienna) December/January 1996/97: 8-9. Article for online culture portal.

Reprinted in ZKP2, edited by Diana McCarthy, Pit Shultz and Geert Lovink, 69-74 (Amsterdam, 1997). Book chapter.

A revised and shortened version reprinted (in Hungarian) as "Digital Reality." In Buldozer: Mediaelmeleti Antologia, edited by Ivacs Agnes and Sugar Janos, 147-151 (Budapest: Media Research Alapitvány, 1997.) Book chapter.

Reprinted (in Spanish) in El Paseante (Madrid), 1998: 92-100. Article in a leading national newspaper.

A significantly revised version published as "Zeuxis vs RealityEngine: Digital Realism and Virtual Worlds," in Virtual Worlds: First International Conference, VW'98, Paris, France, July 1998. Proceedings. Edited by J.-C. Heudin, Berlin: Springer, 1988. Conference paper.

19)

Manovich, Lev. "Distance and Aura." In SPEED: Technology, Media, Society 1.4: n.p. (http://nideffer.net/proj/_SPEED_/). Journal article.

Reprinted (in English and German) as "Respect for Distance. Film/Telecommunication – Benjamin/Virilio." In Telepolis – das Magazin der Netzkulture (www.ix.de/tp). Munich: Verlag Heinz Heis, 1996. Journal article.

Reprinted as "Distance and Aura." In RHIZOME (www.rhizome.org). Article for the leading online portal for new media art and theory.

Reprinted as "Film/Telecommunication – Benjamin/Virilio" in Aura vol. III, no. 3-4 (Stockholm: The Department of Film Studies, Stockholm University, 1997): 76-79. Book chapter.

Reprinted in an anthology Digital Connections (Copenhagen: The Royal Academy of Art, 2006). Book chapter.

20)

Manovich, Lev. "Automation of Sight from Photography to Computer Vision." In Electronic Culture: Technology and Visual Representation, edited by Timothy Druckery and Michael Sand, 229-239. New York: Aperture, 1996. (A part of this article appeared earlier in "Mapping Space: Perspective, Radar and Computer Graphics.") Book chapter.

Revised version, which also includes the text of "Mapping Space: Perspective, Radar and Computer Graphics", reprinted as "Modern Surveillance Machines: Perspective, Radar, 3-D Computer Graphics, and Computer Vision," in CTRL [SPACE] - Rhetorics of Surveillance from Bentham to Big Brother, edited by Thomas Levin. Karlsruhe: ZKM / Center for Art and Media, 2001. Book chapter.

Reprinted (in Polish) in "Kultura Wspolczesna" [Contemporary Culture]. Warsaw, 2009. Journal article.

21)

Manovich, Lev. "On Totalitarian Interactivity." In RHIZOME (<http://www.rhizome.com>). Article for the leading online portal for new media art and theory.

Reprinted (in Japanese) in Intercommunications 20 (Tokyo), 1997: 40-41. Journal article.

Reprinted (in German and English) in Telepolis - das Magazin der Netzkultur (www.ix.de/tp). Journal article.

Reprinted in Art & Electronic Media (Phaidon Themes and Movements series), ed. Edward A. Shanken. Phaidon Press, 2008.

22)

Manovich, Lev. "The Death of Computer Art." In RHIZOME (<http://www.rhizome.com>). Article for the leading online portal for new media art and theory.

23)

Manovich, Lev. "What is Digital Cinema?" (In English and German) in Telepolis - das Magazin der Netzkultur, n.p. (www.heise.de/tp/artikel/6/6110/1.html). Munich: Verlag Heinz Heise, 1996. Journal article.

Reprinted (in German) in Telepolis 2: Hollywood Goes Digital. New Media und neues Kino (June 1997), edited by Armin Medosch and Florian Rötzer, 42-57 (Manheim: Bolmann Verlag, 1997). Journal article.

Reprinted in The Digital Dialectics, edited by Peter Lunenfeld, 172-192 Cambridge, Mass.: The MIT Press, 1998. Book chapter.

Reprinted in BLIMP FILM MAGAZINE 37 (Graz, Austria, 1997): 30-38. Journal article.

Reprinted (in Dutch) in Skrien 217 (Amsterdam) October 1997: 52-56; and Skrien 217 November 1997: 44-48. Journal article.

Reprinted (in Hungarian) in Internet.galaxis exhibition catalog (Budapest, 1998). Exhibition catalog article.

Reprinted (in Italian) in TRAX (<http://www.trax.it>). Journal article.

Reprinted (in Finnish) in Johdatus Digitaaliseen Kulttuuriin (Introduction to Digital Culture), edited by Aki Järvinen and Ilkka Mäyrä. University of Tampere, Finland, 1999. Book chapter.

Reprinted (in Croatian) in Hrvatski Filmski Ljetopis, 2000. Book chapter.

Reprinted (in Spanish) in e-journal of Laboratorio de Luz of The Polytechnic University of Valencia (<http://www.upv.es/laboluz>) no. 5, 2001. Journal article.

Reprinted in Film Festival XXI Secolo catalog (Italy), 2002. Film festival catalog article.

Reprinted in The Visual Culture Reader, 2nd edition, edited by Nickolas Mirzoeff (Routledge, 2002). Book chapter.

24)

Manovich, Lev. "Behind the Screen / Russian New Media." In Art/Text 58 (August - October 1997): 40-43. Journal article.

Reprinted in RHIZOME (www.rhizome.org), 1997. Article in leading online portal for new media art and theory.

Reprinted in CTHEORY (www.ctheory.com), 1997. Journal article.

Reprinted in Telepolis (www.ix.de/tp), 1997. Journal article.

Reprinted in DEEP EUROPE: The 1996-1997 edition, edited by Inke Arns and Andreas Broeckmann, 19-22 (Rotterdam: Syndicate Publication Series, 1997). Book chapter.

Reprinted in OSTRANENIE 97: The International Electronic Media Forum, edited by Mirja Rosenau and Stephen Kovats, 220-233 (Dessau: Stftung Bauhaus Dessau, 1997). Book chapter.

Reprinted in CONVERGENCE: The Journal of Research into New Media Technologies, special issue on New Media Technologies in Central, Eastern and South-Eastern Europe, vol. 4, no. 2 (Summer 1998). Journal article.

Reprinted in ARTMargins (<http://www.gss.ucsb.edu/artmargins>), 1999. Journal article.

Reprinted in BLIMP FILM MAGAZINE 40 (Graz, Austria, 1999): 55-59. Journal article.

25)

Manovich, Lev. "Thinking Beyond Information." (In English and German) Telepolis - das Magazin der Netzkultur, n.p. (www.heise.de/tp/artikel/3/3115/1.html). Munich: Verlag Heinz Heise, 1997. Journal article.

26)

Manovich, Lev. "Jump over Proust: Toward Multimedia Writing." (In English and German) Telepolis - das Magazin der Netzkultur, n.p. (www.heise.de/tp/artikel/3/3160/1.html). Munich: Verlag Heinz Heise, 1997. Journal article.

Reprinted in RHIZOME (www.rhizome.org), 1997. Journal article.

27)

Manovich, Lev. "Detour to the East." (In English and German) Telepolis - das Magazin der Netzkultur, n.p. (www.heise.de/tp/artikel/3/3133/1.html). Munich: Verlag Heinz Heise, 1997. Journal article.

28)

Manovich, Lev. "Emotion Machines and Database Imagination" (In English and French) in Olga Kisseleva: communication<->identification (Paris: Ministère de la Culture de France, Direction des affaires culturelles de la Ville de Paris - Département des Arts Plastiques, 1998): 12-33. (A part of this article was later included in "Database as a Symbolic Form.") Book chapter.

29)

Manovich, Lev. "Filters, Plug-ins, Menus: From Creation to Selection." Le Numérique Intégral / The Digital Whole, Proceedings of Imagina '98, 205-309 (Bry-sur-Marne, France: l'Institut National de l'Audiovisuel, 1998). A part of this article previously appeared in "The Aesthetics of Virtual Worlds: Report from Los Angeles."

30)

Manovich, Lev. "The Camera and the World: New Works by Tamás Waliczky" in Continental Drift. Europe Approaching the Millennium. 10 Photographic Commissions edited by Michael Sand and Anne McNeill, 143-144 (Munich and New York: Prestel-Verlag, 1998). Book chapter.

31)

Manovich, Lev. "The Art of Tamás Waliczky." (In German and English) in Tamás Waliczky: Focusing, ZKM digital arts edition #1, edited by Astrid Sommer, 19-24 (Karlsruhe: ZKM / Center for Art and Media, 1998). (A part of this article was first published in "The Camera and the World: New Works by Tamás Waliczky.") Exhibition catalog article.

Reprinted in ARTMargins (www.artmargins.com), 1999. Journal article.

32)

Manovich, Lev. "The Language of New Media." In README! Filtered by Nettime, edited by Geert Lovink et al (Brooklyn, NY: Autonomedia, 1998): 46-49. Book chapter.

Reprinted (in Spanish) in Globaldrome (www.globaldrome.org), 1998. Article in an online culture portal.

Reprinted in Offile Online, French/Baltic/Nordic, Video and New Media Festival, Talinn, 1998, 23-24. Book chapter.

33)

Manovich, Lev. "Cinema as a Cultural Interface." In W3LAB, n.p.

(<http://gsa.rutgers.edu/maldoror/techne/w3lab-entry.html>), 1998. Journal article.

Reprinted in Arresting Movements: From Pre-Cinema to Digital Culture, edited by Jan Olsson (Berkeley: University of California Press, 2000). Book chapter.

Reprinted in Metropolis, Hungarian journal of film theory (<http://metropolis.org.hu/en/>), 2001. Journal article.

34)

Manovich, Lev. "Database as a Symbolic Form." Convergence: The Journal of Research into New Media Technologies 5, no. 2 (Summer 1999): 80-99. Journal article.

Reprinted in RHIZOME (www.rhizome.com), 1998. Article for the leading online portal for new media art and theory.

Part of this article reprinted as "Database as a Genre of New Media," in Internet Art (Skopje, Macedonia: Soros Center for Contemporary Arts, 1999). Book chapter.

Reprinted as "Database. Semiotics, History, Aesthetics" in Blimp Film Magazine 40 (Graz, Austria, 1999): 41-48. Journal article.

Reprinted (in Spanish) in Globaldrome (www.globaldrome.org), 1999.

Reprinted (in Macedonian) in SEEFair '98 Festival catalog (Skopje, Macedonia, 1999). Media festival catalog article.

Reprinted in Millennium Film Journal, Winter 2000. Journal article.

Reprinted (in Hungarian) in a Magyar Muhely (quarterly art journal), Budapest, 2001. Journal article.

A part of this article was published as "Database as a Genre of New Media," AI and Society 13.3, special issue on database aesthetics. Journal article.

Reprinted (in Portuguese) in Interact no. 1 (e-journal of Lisbon University), 2001. Journal article.

Reprinted in net.art per me, edited by Vuk Cosic (Venice: MGLC, 2001). Book chapter.

Reprinted in an anthology on video art (Jerusalem: Bezalel Academy of Art and Design, The Herzelia Museum of Art, and the Hakibbutz Hameuchad Publishing House, 2002). Book chapter.

Reprinted in an anthology Database Aesthetics, ed. Victoria Vesna (University of Minnesota Press, 2007). Book chapter.

Reprinted in Library Juice (<http://libr.org/Juice/>), 2004. Journal article.

A part of this article reprinted as "The Database" in Theory in Contemporary Art since 1985, eds. Zoya Kocur and Simon Leung (Blackwell, 2004). Book chapter.

Reprinted in Database Aesthetics, ed. Victoria Vesna (University of Minnesota Press, 2007). Book chapter.

A part of this article reprinted as "Database as a Genre of New Media," in Database Imaginary, ed., Steve Dietz (Banff, Canada: The Banff Centre) publication cancelled.

Reprinted (in Hungarian) in Apertura, e-journal on history and theory of film, 2008 (<http://www.apertura.hu>). Journal article.

A selection reprinted in Media Studies: A Reader, 3rd Edition, eds. Sue Thornham, Caroline Bassett and Paul Marris (New York University Press, 2010). Book section.

35)

Manovich, Lev, and Geert Lovink. "Digital Constructivism: What is European Software? An Exchange Between Lev Manovich and Geert Lovink." Continuum: Journal Of Media & Cultural Studies 13, no. 2 (July 1999): 165-173. Journal article.

Reprinted in RHIZOME (www.rhizome.com), 1998. Article for the leading online portal for new media art and theory.

36)

Manovich, Lev. "Empire Strikes Back." THING (www.thing.net), 1999. Article for a leading digital culture portal.

Reprinted (in Finnish) in Lähikuva 2 (Finland: Turku), 2000. Book chapter.

37)

Manovich, Lev. "Cinema by Numbers: ASCII Films by Vuk Cosic." In Contemporary ASCII (Ljubljana, 1999). (www.ljudmila.org/~vuk/ascii/lev_eng.htm). Book chapter.

38)

Manovich, Lev, and Norman Klein. "Freud-Lissitzky Navigator. Game Narrative." In SWITCH 5, no. 2: The Games Issue (1999): n.p. (<http://switch.sjsu.edu/>). Journal article.

Reprinted in Artmargins (www.artmargins.com), 1999. Journal article.

39)

Manovich, Lev. "Navigable Space." (In German) in Onscreen/Offscreen - Grenzen, Übergänge und Wandel des filmischen Raumes, edited by Hans Beller, Martin Emele and Michael Schuster, 185-206. (Stuttgart: Hatje Cantz Verlag, 1999). Book chapter.

A short version of this article is published (in German) as "The Flaneur and The Explorer" in Tendezen 99 – Jahrbuch VIII Übersee-Museum Bremen (Bremen: Übersee-Museum Bremen, 1999). Book chapter.

Reprinted in CRAC (Creative Room for Art & Computing). (<http://www.crac.org>), 1999. Article for an online digital arts portal.

A short version of this article is published (in German) as "The Aesthetics of Navigable Space" in vision.ruhr exhibition catalog (Hatje Cantz Verlag, 2000). Book chapter.

Reprinted (in Finnish) in History and Space. Finland, Turku: University of Turku, 2001. Book chapter.

Reprinted (In Portuguese) in Revista de Comunicação e Linguagens [Communication and Languages Journal] (Lisbon: Centro de Estudos de Comunicação e Linguagens, 2004). Journal article.

A selection reprinted in Media Studies: A Reader, 3rd Edition, edited by Sue Thornham, Caroline Bassett and Paul Marris (New York University Press, 2010). Book section.

40)

Manovich, Lev. "Avant-Garde as Software." (In English and German) in Ost-West Internet / Media Revolution: Electronic Media in the Transformation Process of Eastern and Central Europe, edited by Stephen Kovats, 48-61 (Frankfurt and New York: Campus Verlag, 1999). Book chapter.

Reprinted (in Polish) in Kwartalnik Filmowy / Film Quarterly 35-36, no. 3-4 (special issue "Cinema and the New Media," 2001): 323-336. Journal article.

Reprinted in Artnodes: Journal on Art, Science and Technology no. 2 (2003): n.p. (<http://journals.uoc.edu/ojs/index.php/artnodes/index>) Journal article.

Reprinted in CRAC (Creative Room for Art & Computing). (<http://www.crac.org>), 1999. Article for an online digital arts portal.

Reprinted (in Croatian) in Life of Art (Zagreb: Institute for Art History, 2000). Book chapter.

Reprinted in media-city Seoul 2000 catalog (Seoul, 2000). Media festival catalog article.

Reprinted in Theory, Culture and Society (UK, 2000). Journal article.

Reprinted (in Korean) in Art (monthly journal), Seoul, 2000. Journal article.

Reprinted (in Hebrew) in Electronic Culture, edited by Yael Eylat van-Essen (Israel: Hakibutz Hameuchad Publishing house, 2002.) Book chapter.

Reprinted (in Spanish) in MANIA (Barcelona: Barcelona University). Journal article.

Reprinted (in Danish) in Passage, special issue on media, 2003. (www.passage.nu). Journal article.

Reprinted in JADD (Bucharest), 2006. (<http://www.jadd.ro>). Journal article.

41)

Manovich, Lev. "Digital Compositing, Montage and Anti-Montage," (In German) in Texte Zur Kunst 36 (December 1999): 76-85. Journal article.

Reprinted in Cinema's Sharpest Point: Animation at the End of Film, eds. Chris Gehman and Steve Reinke (Toronto: YYZ Books, 2006). Book chapter.

42)

Manovich, Lev. (In English and Finnish) "Alien Vision: Simulation of Life and the History of Illusion," in Alien Intelligence, edited by Erkki Huhtamo, 26-33 (Helsinki: Kiasma, 2000). Book chapter.

Revised version reprinted (in German and English) as "Illusion after Photography: Representing Reality in Digital Media" in Fundamental Perspectives in the Field of Photography, edited by Horakova and Maurer (Vienna, 2001). Book chapter.

43)

Manovich, Lev. "New Media: a User's Guide" in Artmargins (2000), n.p. (www.artmargins.com). Journal article.

Reprinted (in Italian) in an anthology on new media and dance, edited by Emanuele Quinz and Armando Menicacci, eds., 2001. Book chapter.

Reprinted (in Croatian) in "Knjizevna smotra" ("Literature review") (Croatia, 2006). Journal article.

44)

Manovich, Lev (in French). "Sample and Mix: The Aesthetics of Selection in Old and New Media," in Monter/Sampler: l'échantillonnage généralisé (exhibition catalog), edited by Yann Beauvais and Jean-Michel Bouhours, 46-60 (Paris: Centre Pompidou, 2000). Book chapter.

45)

Manovich, Lev. "Interface as a New Aesthetic Category," in Through the Looking Glass (exhibition catalog), edited by Patrick Lichty, n.p. (Cleveland: Beachwood Center for the Arts, 2000). (www.voyd.com/tlg/textual/manovichtext.htm.) Book chapter.

46)

Manovich, Lev. "Beyond Broadband: Macro-media and Micro-media," in net.congestion reader, edited by Geert Lovink, n.p. (Amsterdam: De Balie, 2000). (<http://tinyurl.com/8axamnb>) Book chapter.

Reprinted in Acoustic Space 3 (Riga: RIXC, 2000). Journal article.

47)

Manovich, Lev. "Interface as a Category of Media History," in Archives of Media History, special issue on writing media history, n.p. (Weimar: Bauhaus-Universität Weimar, 2001). (www.ikkm-weimar.de/) Journal article.

Reprinted in Future Non-Stop, (Frankfurt: Revolver, 2008.) Book chapter.

48)

Manovich, Lev. "Spatial Computerization and Film Language." In New Screen Media: Cinema / Art / Narrative, edited by Martin Rieser and Andrea Zapp, 64-76 (London: BFI and Karlsruhe: ZKM / Center for Art and Media, 2001). Book chapter.

Reprinted in Blimp Film Magazine 43 (Graz, 2001). Journal article.

Reprinted (in Slovenian) in EKRAN (Slovenian film and TV magazine), 2004. Journal article.

49)

Manovich, Lev. "Internet as an Agent of Modernization." In Interaction: Artistic Practice in the Network, edited by Amy Scholder and Jordan Crandall, 15-30 (New York: Eyebeam Atelier, 2001). Book chapter.

50)

Manovich, Lev. "Post-media Aesthetics," in DisLocations, n.p.(Karlsruhe: ZKM / Zentrum für Kunst und Medientechnologie, 2001). (<http://runme.org/project/+postmedia/>) Book chapter.

Reprinted (in Latvian) in RIXC Reader (Riga, 2002) (rixc.lv/reader/). Book chapter.

Reprinted (in Hungarian) in exindex (<http://exindex.c3.hu/>) (Budapest, 2004). Article for an online culture portal.

Reprinted in A Decade of Discourse on Digital Culture, edited by Marsha Kinder and Tara McPherson (UC Press, 2007). Book chapter.

Reprinted (in Bulgarian) in Literaturata October-November 2007 (Sofia: Sofia University, Faculty of Slavic studies). Journal article.

Reprinted (in Polish) in Redefinicja Pojecia Sztuka [redefinition of the notion of art], ed. Jolanty Dabkowskiej-Zydron (Poznan, 2007).

Reprinted (in Lithuanian) in Media Culture (Vilnius, Lithuania), 2009. Book chapter.

51)

Manovich, Lev. "Hotlist," Artforum (April 2001), 43. Journal article.

52)

Manovich, Lev. "Modern Surveillance Machines: Perspective, Radar, 3-D Computer Graphics, and Computer Vision." In CTRL [SPACE] - Rhetorics of Surveillance from Bentham to Big Brother, edited by Thomas Y. Levin, 382-395. (Karlsruhe: ZKM / Zentrum für Kunst und Medientechnologie and Cambridge, Mass.: The MIT Press, 2001). Book chapter. (The article incorporates parts of "Mapping Space: Perspective, Radar and Computer Graphics" and "Automation of Sight from Photography to Computer Vision.")

53)

Manovich, Lev. "What's Old is New Again." In Artbyte (2001), n.p. (Original title: "The Need to Repeat.") (The material of this article has been incorporated in "New Media from Borges to HTML.") Journal article.

54)

Manovich, Lev. "Old Media as New Media: Cinema." In The New Media Book, edited by Dan Harries, 209-218 (London: BFI Publishing, 2002). Book chapter. (Original title: "Reality Media: DV, Special Effects, Web Cams.")

Reprinted as "Reality Media: DV, Special Effects, Web Cams" in Riyszard W. Kluszczynski, ed. Art Inquiry vol III (XII): Dimensions of Time in Contemporary Thinking on Art (Lodz, 2001).

Reprinted as "Reality Media" in Imagina 2002 Conference Proceedings (Paris, 2002).

Reprinted as "Reality Media" in Film Festival XXI Secolo catalog (Italy), 2002.

Reprinted (in Japanese) as "Reality Media: DV, Special Effects, Web Cams" in Intercommunications (August 2004).

Reprinted in Real-time + art. History, Practice, Theory (Book + DVD), eds. Björn Norberg, Perttu Rastas & Morten Søndergaard (Mediefabrikken / Informations Forlag, The Museum of Contemporary Art in Roskilde, and The MIT Press, 2005).

Reprinted in Cybercultures Reader, 2nd edition (London: Routledge, 2007).

55)

Manovich, Lev, and Jenny Marketou. "A Dialog about Visualization and Mapping," Breeder 5: n.p. (Athens) (www.thebreedersystem.com), 2002. Journal article.

56)

Manovich, Lev. "Models of Authorship in New Media," in SWITCH, special issue on collaboration in art practice, edited by Rom Goldin, n.p. (CADRE Institute, 2002) (<http://switch.sjsu.edu/>). Journal article.

Revised version reprinted (in Polish) as "Kim jest autor? Modele autorstwa w nowych mediach," trans. M. Filiciak, "Kultura Popularna", 1(3)/2003, p. 91-99. Journal article.

Reprinted (in Polish) in Cyberforum.edu.pl, 2003. Article for an online portal.

Reprinted in "Cultural Journalism in the Web" (www.fca.pucminas.br/jornalismocultural), Brazil, 2003. Article for an online portal.

Reprinted (in Spanish) in GRRR magazine (Barcelona, 2003). Journal article.

Reprinted (in Slovenian) in Area Collaborativa Reader, ed. Natasa Petresin (Ljubljana, 2004). Book chapter.

Reprinted (in Portuguese) in Cultura em Fluxo - Novas Mediações em Rede," eds. Brasil et al (Brazil: Editora Pucminas, 2005). Book chapter.

57)

Manovich, Lev. "Generation Flash." In Rhizome (www.rhizome.org), n.p., 2002. Article in leading online portal for new media art and theory.

Reprinted (in Norwegian) in Art Net Norway (<http://kunst.no/Nettkunst>), 2002. Article for an online art portal.

Reprinted (in Italian) in Noema (<http://www.noemalab.com>) (Italy), 2002. Journal article.

Reprinted (in Portuguese) in FILE 02 Symposium Proceedings (San Paolo), 2002. Conference paper.

A part reprinted as "Utopia" in Harvest, Amy Franceschini and John On (Hong Kong: Systems Design Ltd., 2002). Book chapter.

Parts reprinted (in Danish) in We Love Your Computer, edited by Niels Bonde / artnode (Copenhagen: Royal Academy of Arts, 2003). Book chapter.

Parts reprinted as "Turntable" in Anomalie 3, (Paris, 2003). Journal article.

Reprinted (in Latvian) in RIXC Reader (Riga, 2002) (rixc.lv/reader/). Book chapter.

Parts reprinted (in Russian) in Iskusstvo January-February, 2003 (Moscow), 102-105. Journal article.

Reprinted (in Spanish and English) in The Conquest of Ubiquity (centroparraga.com/ubiquid/). Book chapter.

Reprinted (in French) in Flashexpress (www.flashexpress.net) (Paris: Centre Pompidou, 2004). Article for an online culture portal.

Reprinted in The Absolute Report, edited by APSOLUTNO (Vienna: Springerin and Belgrade: Museum for Contemporary Arts, 2005). Book chapter.

Reprinted in New Media, Old Media, edited by Wendy Chun (Routledge, 2005.) Book chapter.

Reprinted in Total Interaction, edited by Gerhard M. Buurman (Basel, Boston, Berlin: Birkhauser, 2005.) Book chapter.

58)

Manovich, Lev. "Learning from Prada: The Poetics of Augmented Space." In New Media: Theories and Practices of Digitextuality, edited by Anna Everett and John Caldwell, 75-92 (London and New York: Routledge, 2003). Book chapter.

Reprinted in Archinet (<http://www.archinect.com>) 2002. Article for the leading online architecture portal.

Reprinted (in Dutch) in AS163-164 (Antwerp: The Center for Visual Culture), 2002. Journal article.

Reprinted (in Spanish) in Mecad (<http://www.mecad.org/e-journal>, 2002.) Journal article.

Reprinted (in Portuguese) in Folha de S.Paulo Sunday Literary Supplement, 2002. Article for a leading national newspaper (cultural supplement.)

Parts reprinted in (Re) Structured Screen: Online Forum (www.eyebcam.org), 2002. Article for an online forum about cinema and new media.

Reprinted in Radicalizing The Habitat: Architectural Online Forum (www.plan51.com), 2003. Article for an online forum about architecture.

Reprinted (in Italian) in Noema (<http://www.noemalab.com>), 2003. Journal article.

Reprinted (in English and Latvian) in Acoustic Space 5 (Riga), 2003. Journal article.

Reprinted (in English and French) in Parachute (www.parachute.ca), 2003. Journal article.

Shortened version reprinted (in English and German) in Topos Raum (Berlin), 2005. Book chapter.

Part of the article reprinted in Threshold 3 (Edinburgh: Threshold 10, 2005). Journal article.

Reprinted in First Monday (UK), a special issue on Urban Screens, 2006. (www.firstmonday.org). Journal article.

Reprinted in Visual Communication, a special issue on Screens (2007) (www.sagepub.co.uk/visualcommunication). Journal article.

Reprinted in Capture (UK), 2007. (<http://www.capturenet.org.uk>). Article for an online culture portal.

Shortened version reprinted in Space - Time - Play, ed. Steffen P. Walz (Zurich, 2007). Book chapter.

Reprinted (in Spanish) in Keywords, A Vocabulary for Contemporary Artistic Culture (MACBA, Barcelona: 2008). Book chapter.

Reprinted (In German) in Mediatecture, ed. Christoph Kronhagel (Springer, 2010). Book chapter.

Reprinted (in German) in Architekturwissen (forthcoming). Journal article.

59)

Manovich, Lev. "Data Visualization as New Abstraction and as Anti-Sublime," SMAC! 3 (2002): n.p._ (San Francisco). Journal article.

Reprinted in Metal and Flesh (<http://www.metalandflesh.com>). 2002. Journal article.

Reprinted (in Danish) in We Love Your Computer, edited by Niels Bonde / artnode (Copenhagen: Royal Academy of Arts, 2003.) Book chapter.

Reprinted in REMOTE, ed. Iliyana Nedkova (Edinburgh: New Media Scotland, forthcoming). Book chapter.

Reprinted in artphoto (Bucharest), 2003. (www.artphoto.ro). Journal article.

Reprinted (in Portuguese) in A&E (Arte e Ensaios) 11 (Rio de Janeiro, Brazil, 2004). Journal article.

Reprinted (in French) in Actes P8 (The Paragraphe Laboratory, University Paris 8, Paris, 2004). Journal article.

Reprinted in (in Portuguese) Derivas: Reflexoes No Ciberespaco, edited by Lucia Leao, Sao Paulo, 2005. Book chapter.

Reprinted (in German) in The Re-Turn of Beauty (Berlin: Haus der Kulturen der Welt, 2006). Book chapter.

Reprinted in Small Tech: The Culture of Digital Tools., ed. David M. Rieder and Byron Keith Hawk (Minnessota University Press, 2008.) Book chapter.

Reprinted in Estudios Visuales journal (Spain), 2008 (www.estudiosvisuales.net). Journal article.

60)

Manovich, Lev. "Ten Key Texts on Digital Art, 1970-2000." Leonardo 35, no. 5 (Tenth Anniversary New York Digital Salon, 2002): 567- 569+571-575. Journal article.

Reprinted (in Portuguese) in Cibercultura 2.0 ("Cyberculture 2.0"), Sao Paolo. Book chapter.

61)

Manovich, Lev. "New Media from Borges to HTML." In The New Media Reader, edited by Noah Wardrip-Fruin and Nick Montfort, 13-28 (Cambridge, Mass.: MIT Press, 2003). Book chapter.

Reprinted (in Portuguese) in Cibercultura 2.0 ("Cyberculture 2.0"), Sao Paolo, 2004. Book chapter.

Reprinted (in Swedish) in OEI journal (Stockholm), 2005. Journal article.

Revised and expanded version reprinted (in Portuguese) in O Chip e o Caleidoscópico (Sao Paolo, 2005.) Book chapter.

62)

Manovich, Lev. "'Metadating' the Image." In Making Art of Databases, 12-27 (Rotterdam: V2, 2003). Book chapter.

Reprinted (in French) as "Metadata, Mon Amour," in Anomalie 3 (Paris) 2003. Journal article.

Reprinted in artphoto (New York and Bucharest, 2003). (www.artphoto.ro). Journal article.

Reprinted (in English and German) in European Photography, Fall 2003. Journal article.

Reprinted in Textfield Magazine (Los Angeles), 2003. Journal article.

63)

Manovich, Lev. “Don't Call it Art” In Rhizome, n.p. (www.rhizome.org), 2003. Article for the leading online portal for new media art and theory.

Reprinted (In English and in Portuguese) in Vector 7 (virose.pt.vector/), October 2003. Journal article.

Reprinted (in Japanese) in InterCommunication (Tokyo, November 2003). Journal article.

Reprinted (in Italian) in Noema (<http://www.noemalab.com>)(Italy, 2003). Journal article.

Reprinted (in English and Spanish) as “Digital Art – Contemporary Arti,” in Art Futura 2003 festival catalog (Barcelona, 2003). Media arts festival catalog article.

64)

Manovich, Lev. Foreword for Plug In & Turn On: A Guide to Internet Filmmaking by Ana Kronschnabl and Tomas Rawlings, 11-12 (London, New York: Marion Boyars, 2004). (www.plugininema.com) Book foreword.

65)

Manovich, Lev. “New Media and Remix Culture.” In artphoto, n.p. (Bucharest), 2004. (www.artphoto.ro). Journal article.

Reprinted in NY Arts magazine (New York, 2004). Magazine article.

66)

Manovich, Lev. “Image Future.” Animation: An Interdisciplinary Journal 1, no. 1 (2006): 25-44. Journal article.

Reprinted in the Machinima Reader, eds. Michael Nitsche and Lowood Henry (The MIT Press, 2011.) Book chapter.

Reprinted (in Spanish) in Bordes y texturas (Argentina: Universidad Nacional de General Sarmiento, 2010).

67)

Manovich, Lev. “Abstraction and Complexity” (short version). In Abstraction Now (exhibition catalog), edited by Norbert Pfaffenbichler and Sandro Droschl, 339-354 (Vienna: Edition Camera Austria, 2004). Exhibition catalog article.

Reprinted in Sonic Arts 10, festival catalog (www.mediamatic.net), (Amsterdam, 2004). Media art festival catalog article.

Reprinted (in Portuguese) in Olhar Midiático (Universidade Federal do Ceará, Brazil), 2004. Book chapter.

Reprinted in NeMe, (Cyprus, 2005) (www.neme.org). Journal article.

Reprinted in White Noise exhibition catalog (Melbourne: Australian Center for the Moving Image, 2005). Exhibition catalog article.

Reprinted in MediaArtHistories, ed. Oliver Grau (The MIT Press, 2006). Book chapter.

Reprinted in CAPTURE (UK), 2007. (<http://www.capturenet.org.uk>). Article for online culture portal.

Reprinted (in Portuguese) in an anthology on Art, Science and Technology, ed. Diana Domingues (Brazil: Editora UNESP, 2007). Book chapter.

Reprinted (in Spanish) in Puerta: Publicacion de Arte & Diseno vo. 2, no. 2 (Argentina.) Book chapter.

Reprinted (in Ukranian) in Abstraction vs. Reality (Liov, 2010). Journal article.

68)

Manovich, Lev. "Understanding Meta-media" in ACM SIGGM Views, n.p. (www.acm.org/sigmm/main/views/), 2004. Academic organization montly online newsletter article.

Reprinted in (Spanish) in Minima 10 (Spain, 2005). Journal article.

Reprinted in CTHEORY, 2005 (www.ctheory.net/home.aspx). Journal article.

Reprinted in The Critical Digital Studies Reader, eds. Marilouise and Arthur Kroker (The University of Toronto Press, 2008). Book chapter.

69)

Manovich, Lev. "The Shape of Information." Domus no. 892 (May 2006): 106-107. Magazine article.

70)

Manovich, Lev. "Remixability and Modularity," in Electronic Book Review, n.p. (2006). (www.electronicbookreview.com) Journal article.

Reprinted in Vector (<http://www.virose.pt/vector>) (2006). Journal article.

Reprinted in Media City Seoul 2007 exhibition catalog (Seoul, 2006). Book chapter.

Reprinted (in Hungarian) in Hatalom a mobilomegek kezeben (Budapest: The Technical University of Budapest, 2007). Book chapter.

71)

Manovich, Lev. "Scale Effects," in www.calit2.net/radar, n.p. (2006). Article for online portal.

Reprinted (in English and Portuguese) in FILE 2008 (International Festival of Electonic Arts, Brazil) catalog, Sao Paolo, 2008. Book chapter.

Reprinted (In Portugese) in Teoria Digital (Sao Paolo: FILE, 2010). Book chapter.

72)

Manovich, Lev. "Friendly Alien: Object and Interface." Artifact: Journal of Virtual Design 1, no. 1 (2007): 29-32. Journal article.

Reprinted in (Lithuanian) Balsas (www.balsas.cc), an online journal on media culture (Lithuania: Vilnius, 2006.) Journal article.

Reprinted (in English and Korean) in Media City Seoul Biennale 2006 (The 4th International Media Art Biennale) (Seoul: Seoul Museum of Art, 2006). Book chapter.

73)

Manovich, Lev. "Social Data Browser," in Whitney Museum Artport and the Tate Museum art portal, n.p. (2006). (<http://www.tate.org.uk/netart/bvs/manovich.htm>) Comissioned by Whitney Museum of American Art, New York, and Tate Modern, London. Article for the online portals of two leading art museums.

74)

Manovich, Lev. "Import/Export: Design Workflow and Contemporary Aesthetics" in Software Studies: A Lexicon, edited by Matthew Fuller, 119-124 (Cambridge, Mass.: MIT Press, 2008). Book chapter.

Reprinted in Graphic Design Theory: Readings from the Field, edited by Helen Amstrong (Princeton Architectural Press, 2009.) Book chapter.

75)

Manovich, Lev. "After Effects, or Velvet Revolution." Millennium Film Journal 45/46 (2006): 4-19. Journal article.

Alternative version published as "Media in a Software Age," in Mahkuzine (Journal of Artistic Research) no. 1 (Utrecht, 2006): 23-31. Journal article.

Reprinted in Artifact: Journal of Virtual Design 1, no. 2 (2007): 67-75. Journal article.

76)

Manovich, Lev. "Deep Remixability" in Artifact: Journal of Virtual Design 1, no. 2 (2007): 76-84. Journal article.

Published (together with "After Effects, or Velvet Revolution"), web site of Media Design Research, a graduate program of Piet Zwart Institute (Rotterdam, 2006). (<http://pzwart.wdka.hro.nl/>). Article for online academic portal.

77)

Manovich, Lev. "Alan Kay's Universal Media Machine" in Northern Lights Vol. 5: Digital Aesthetics and Communication, edited by Arild Fetveit and Gitte Bang Stald, 39-56 (University of Copenhagen, 2007). Book chapter.

Reprinted (short version) in NMC media-N, issue on "Art in the Age of Technological Seduction" (Fall 2006). Journal article.

78)

Manovich, Lev. "Introduction to Info-Aesthetics" in Antinomies of Art and Culture: Modernity, Postmodernity, Contemporaneity, edited by Terry Smith, Okwui Enwezor and Nancy Condee, 333-344 (Durham: Duke University Press, 2008). Book chapter. (This article uses some of the material from the earlier short article "The Shape of Information" published in 2005.)

79)

Manovich, Lev. "Interaction as an Aesthetic Event," in Receiver, n.p. (London: 2007). (www.receiver.vodafone.com). Journal article.

Reprinted (in Portuguese) in Lumina (Brazil: The Federal University of Juiz de Fora (UFJF), 2007). (www.mestradofacom.ufjf.br/lumina). Journal article.

Excerpts from this article are published as "Mobile phone as Gesankustwerk, or How did Style come to Consumer Electronics" in Mieke Gerritzen, editor and designer, Style First (Amsterdam, 2007). Book chapter.

Reprinted in The Fiberculture Journal 3, no. 2 (special issue "Interaction Designs for Ubiquity: Visible, Tangible, and Embedded," 2011). Journal article.

Reprinted in Throughout: Art and Culture of Ubiquitous Computing, edited by Ulrik Ekman, 311-320 (Cambridge, Mass.: MIT Press, 2013.) Book chapter.

Significantly revised version published as "The Back of Our Devices Looks Better Than the Front of Anyone Else's – On Apple and Interface Design", in Moving Data: The iPhone and the Future of Media, edited by Pelle Snickars and Patrick Vonderau, 278-286 (New York: Columbia University Press: 2012). Book chapter.

80)

Manovich, Lev. "Understanding Hybrid Media," in Animated Painting, edited by Betti-Sue Hertz, 36-47 (San Diego: San Diego Museum of Art, 2007). Book chapter.

The four articles – (1) "After Effects, or Velvet Revolution," (2) "Import/Export," (3) "Deep Remixability", and (4) "Understanding Hybrid Media" – form one series. The articles (2) and (3) contain completely original material. The article (4) contains one part (2920 words) which summarizes the arguments developed in previous articles, while the other part (3800 words) presents original material.

81)

Manovich, Lev (in English and German). "What Comes After Remix?" Momentum, n.p._ (Berlin, 2007). Journal article.

Revised version published as "Remix As Epistemology" in Old News, ed. Jacob Fabricius (Copenhagen, 2007).

Reprinted in Anglistica (Naples), special issue "English and Technology," 2007. (www.anglistica.unior.it). Journal article.

82)

Manovich, Lev (in English and Italian). "A Painter of Contemporary Life," in Miltos Manetas, Paintings From Contemporary Life, edited by Miltos Manetas, 6-17 (Milan: Johan & Levi Editore, 2007). Book chapter.

83)

Manovich, Lev. "On Soft Cinema: Mission to Earth" in Second Person: Role-playing and Story in Games and Playable Media, edited by Pat Harrigan and Noah Wardrip-Fruin, 159-162 (Cambridge, Mass.: MIT Press, 2007). 1,328 words. Essay about Soft Cinema project for an edited book.

84)

Manovich, Lev. "Designing Shanghai, or Why East is the New West," in Shanghai Kaleidoscope, edited by Christopher Phillips, 28-50 (Toronto: The Royal Ontario Museum, 2008). 7, 444 words. Book chapter.

85)

Manovich, Lev. "The Practice of Everyday (Media) Life," in The Art of Participation: 1950 to Now, edited by Rudolf Frieling, 66-80 (New York: Thames & Hudson, 2008). 7,568 words. Book chapter.

Reprinted in Video Vortex Reader: Responses to YouTube, eds. Geert Lovink and Sabine Niederer, eds, (Amsterdam: Institute of Network Cultures, 2008). Book chapter.

Reprinted (in German) in Konsumguerilla, ed. Birgit Richard and Alex Ruhl (Frankfurt, 2008.) Book chapter.

(Revised version) reprinted in Critical Inquiry, Vol. 35, No. 2 (Winter 2009), pp. 319-331. Journal article.

Reprinted (in Spanish) in CAAC journal (Seville), 2010. Journal article.

86)

Manovich, Lev. “Software Studies” in Direct Digital (exhibition catalogue), edited by Marco Mancuso, n.p. (May, 2009). (http://www.digicult.it/public/DD_catalogue.pdf). 5,944 words. Exhibition catalog article.

Reprinted (in English and Portuguese) in FILE (International Festival of Electronic Arts, Brazil) exhibition catalog (Sao Paolo, 2008). Book chapter.

87)

Manovich, Lev. “New Media” in The Video Game Theory 2, edited by Mark Wolf and Bernard Perron (New York: Routledge, 2008). Book chapter.

88)

Manovich, Lev. “Cultural Analytics: Visualizing Cultural Patterns in the Era of ‘More Media’.” Domus no. 923 (2009): 112-115. 1, 555 words. Magazine article.

89)

Manovich, Lev (in English and German). “How to Follow Global Digital Cultures, or Cultural Analytics for Beginners” in Deep Search: The Politics of Search Beyond Google, edited by Felix Stalder and Konrad Becker, 198-211 (Wien: Studien Verlag / Transaction Publishers, 2009). 6,084 words. Book chapter.

Short version reprinted as “Introduction to Cultural Analytics” in Fotográfica Bogotá catalog (Bogota, 2010.) Photography annual exhibition catalog.

90)

Manovich, Lev, and Jeremy Douglass. “Visualizing Change: Computer Graphics as a Research Method” in Imagery in the 21st Century, edited by Oliver Grau and Thomas Veigl, 315-338 (Cambridge, Mass.: MIT Press, 2011.) 6,715 words. Book chapter.

Reprinted (in Portuguese) in Teoria Digital, edited by Paula Perissinoto and Ricardo Barreto (Sao Paolo: FILE, 2010). Book chapter.

91)

Manovich, Lev. “There is Only Software” in Nam June Paik Reader - Contributions to an Artistic Anthropology, edited by Youngchul Lee and Henk Slager, 26-29 (Seoul: NJP Art Center, 2009.) (<http://www.e-flux.com/shows/view/7548>). 1,506 words. Book essay.

Revised version reprinted in SOS 4.8 festival catalog (Spain, 2011). Art, music and media festival catalog.

Reprinted in WRO 2011 catalog (Poland, 2011). Media art catalog article.

Reprinted in A Manifesto for Media Education (<http://www.manifestoformediaeducation.co.uk>), 2011. Online book.

Portuguese translation reprinted in Teoria Digital (Sao Paolo: FILE, 2010). Book chapter.

92)

Manovich, Lev. "Remix After Software." In Prepare for Pictopia, edited by Lars Denicke and Peter Thaler, 90-95 (Berlin: Pictoplazma Publishing, 2009). 1,746 words. Book essay.

93)

Douglass, Jeremy, William Huber, and Lev Manovich. "Understanding Scanlation: How to Read One Million Fan-translated Manga Pages" in Image and Narrative 12, no. 1 (special issue on Manga visual language, March 2011), 190-227 (www.imageandnarrative.be/). 9,903 words. Journal article.

94)

Manovich, Lev. "What is Visualization?" Visual Studies Vol. 26, no. 1 (2011): 36-49. Journal article.

Reprinted in Digarec Series 01 (University of Postdam game studies annual volume), ed. Stephan Guenzel, 2011. 9,784 words. Book chapter.

Reprinted in The Poetess Archive Journal, Vol 2, No 1 (2010): Visualizing the Archive. (paj.muohio.edu). Journal article.

Short version reprinted in Communication and Critical/Cultural Studies, 2011 (title: "Understanding Information Visualization"). Journal article.

95)

Manovich, Lev. "Place-Hampi as a Metadamedia Experience" in Place-Hampi: Inhabiting the Panoramic Imaginary of Vijayanagara, edited by Sarah Kenderdine, 229-236 (Heidelberg: Kehrer, 2012). 4,429 words. Book chapter.

96)

Manovich, Lev. "From Reading to Pattern Recognition", in I read where I am: Exploring New Information Cultures, edited by Mieke Gerritzen, Geert Lovink, Minke Kampman, 40 (Breda: Graphic Museum, and Amsterdam: Valiz, 2011). Book essay.

97)

Manovich, Lev. "Trending: The Promises and the Challenges of Big Social Data", in Debates in Digital Humanities, edited by Matthew Gold, 460-475 (Minnesota University Press, forthcoming 2012). 7,440 words. Book chapter.

98)

Manovich, Lev. "How to Compare One Million Images?" in Understanding Digital Humanities, edited by David Berry, 249-278 (New York: Palgrave Macmillan, 2012). 11,680 words. Book chapter.

99)

Manovich, Lev. "Media Visualization: Visual Techniques for Exploring Large Media Collections" in The International Encyclopedia of Media Studies Vol. VI: Media Studies Futures, edited by Kelly Gates, n.p. (Chichester: Wiley Blackwell, 2011). (<http://onlinelibrary.wiley.com/doi/10.1002/9781444361506>) 9,409 words. Book chapter.

A part is reprinted as "How to See One Million Images?" in FOAM (Amsterdam, winter 2012 issue, forthcoming.) Journal article.

A part is reprinted as "How to See One Million Images?" in DeForma, no. 1 (Valencia: Editorial Sendema, 2011). Journal article.

100)

Manovich, Lev. "Smart Objects." Asia Design Journal 6 (2011): n.p. (<http://asiadesignjournal.blogspot.com/>) 2,785 words. Journal article.

101)

Manovich, Lev. "Inside Photoshop." Computational Culture 1 (2011): n.p. (<http://computationalculture.net/article/inside-photoshop>). 7572 words. Journal article.

102)

Douglass, Jeremy, Falko Kuester, Lev Manovich and So Yamaoka. "Cultural Analytics in Large Scale Visualization Environments." Computer 44, no. 12 (December 2011): 39-48. Cover feature for the special issue on computers and the arts. Journal article.

103)

Douglass, Jeremy, Lev Manovich, Todd Margolis, and Daniela Ushizima. "Cultural Analytics of Large Datasets from Flickr" In International AAAI Conference on Weblogs and Social Media, n.p. (2012). (<http://www.aaai.org/ocs/index.php/ICWSM/ICWSM12/paper/view/4781/5097>) Conference paper.

104)

Akdag Salah, Alkim Almila, Albert Ali Salah, Jeremy Douglass, Lev Manovich. "Exploring Originality in User-Generated Content with Network and Image Analysis Tools," Digital Humanities 2012 conference, Hamburg, Germany (www.dh2012.uni-hamburg.de/conference/about/). Conference paper.

105)

Akdag Salah, Alkim Almila, Andrea Scharnhorst, Olav Ten Bosch, Peter Doorn, Lev Manovich, Albert Ali Salah, Jay Chow. "Significance of Visual Interfaces in Institutional and User-Generated Databases with Category Structures" in Proceedings of the second international ACM workshop on Personalized access to cultural heritage (PATCH), 7-10 (New York: ACM 2012). ACM Multimedia Conference, Nara, Japan. Conference paper.

106)

Akdag Salah, Amila, Lev Manovich, Albert Ali Salah, and Jay Chow. "Combining Cultural Analytics and Network Analysis." Journal of Broadcasting and Electronic Media 57, no. 3 (2013): 409-426. Journal article. Invited for the special issue on "Emerging Methods on Digital Media Research."

107)

Manovich, Lev. "Visualizing Vertov." Russian Journal of Communication 5, no. 1 (2013): 44-55. 4029 words. Journal article.

108)

Hochman, Nadav and Lev Manovich. "Visualizing Spatio-Temporal Patterns in Instagram Photos." Proceedings of the GeoHCI Workshop, ACM CHI 2013, Paris, April 2013.

109)

Hochman, Nadav and Lev Manovich. "Zooming into an Instagram City: Reading the local through social media." First Monday 18, no. 7 (July 1, 2013): n.p. (<http://firstmonday.org/ojs/index.php/fm/article/view/4711/3698>). 12,161 words. Journal article.

110)

Manovich, Lev. "Kino-Eye in Reverse: Visualizing Cinema" in Cinematicity in Media History, edited by Jeff Geiger and Karin Littau (Edinburgh University Press, 2013). Book chapter.

111)

Manovich, Lev. "Museum without Walls, Art History without Names: Visualization Methods for Humanities and Media Studies" in Oxford Handbook of Sound and Image in Digital Media, edited by Carol Vernallis, Amy Herzog, and John Richardson (Oxford University Press, 2013). Book chapter.

112)

Manovich, Lev. "The Language of Media Software" in The Imaginary App, edited by Paul D. Miller and Svitlana Matviyenko (MIT Press, 2014). Book chapter.

113)

Manovich, Lev. "Software is the Message." Journal of Visual Culture 12, no. 2 (special issue on McLuhan's Understanding Media at 50, Spring 2014). Short article.

114)

Manovich, Lev. "Visualizing Social Photography." *Aperture* #214, 2014. Short article.

115)

Manovich, Lev. "The Algorithms of Our Lives." *The Chronicle of Higher Education*, 12/16/2013.

116)

Manovich, Lev. "Watching the World." *Aperture* magazine, No 214 (Spring 2014).

117)

Manovich, Lev, Mehrdad Yazdani, Alise Tifentale, Jay Chow. "The Exceptional and the Everyday: 144 Hours in Kyiv." Proceedings of 2014 IEEE International Conference on Big Data (Big Humanities Data workshop) (Washington DC).

118)

Hochman, Nadav and Lev Manovich. "A View From Above: Exploratory Visualizations of the Thomas Walther Collection." *Object: Photo. Modern Photographs, 1909-1949*. MoMA (Museum of Modern Art, NYC), http://www.moma.org/interactives/objectphoto/the_book.html.

119)

Alise Tifentale and Lev Manovich. "Selfiecity: Exploring Photography and Self-Fashioning in Social Media," Berry, David M. and Michael Dieter, eds. *Postdigital Aesthetics: Art, Computation and Design* (Palgrave Macmillan: 2015).

120) Hochman, Nadav, Lev Manovich, Mehrdad Yazdani. "On Hyper-Locality: Performances of Place in Social Media." The International AAAI Conference on Weblogs and Social Media (ICWSM 2014).

121) Manovich, Lev. "Exploring urban social media: Selfiecity and On Broadway," Code and The City, ed. Rob Kitchen (Routledge, in press).

122) Manovich, Lev. Data Science and Computational Art History, International Journal for Digital Art History, issue 1 (2015). (PDF available at <http://www.dah-journal.org/>)

123) Yazdani, Mehrdad, Jay Chow, Lev Manovich. "Quantifying historical development of user-generated art during 2001-2010." Submitted to The International AAAI Conference on Web and Social Media (ICWSM) 2015.

VI. Books introductions

1)

Manovich, Lev. "Introduction" (in English and French) to Olga Kisseleva: communication<->identification (Paris: Ministère de la Culture de France, Direction des affaires culturelles de la Ville de Paris - Département des Arts Plastiques, 1998): 4-9. Exhibition catalog article.

2)

Manovich, Lev. Foreword to Visual Witness by Razvan Ion (New York and Bucharest: artphoto, 2004). Book introduction.

3)

Manovich, Lev. Introduction to the catalog published in conjunction with the exhibition of 10 years of CADRE program (Sa Jose, CADRE, 2006). Book introduction.

4)

Manovich, Lev. Foreword to Manuel Lima, Visual Complexity (Princeton University Press, 2011.) Book introduction.

VII. Reviews

1)

Manovich, Lev. Review of "Semiotics of Visual Language," by F. Saint-Martin and "Pictorial Concepts, by G. Sonneson." The Art Bulletin LXXIII, no. 3 (September 1991): 500-502. Books review.

Expanded version published as "Insights and Blind Spots of Pictorial Semiotics." The American Journal of Semiotics 9, no. 1 (1992): 131-142.

2)

Manovich, Lev. "Altered States." Afterimage 18, no. 5 (January 1991): 5. Conference review.

3)

Manovich, Lev. "Virtual Cave Dwellers: SIGGRAPH '92." Afterimage 20, no. 3 (October 1992): 3-4. Conference review.

4)

Manovich, Lev. Review of Electrolobby at Ars Electronica 2000, in Artext 72 (February-April 2001). Exhibition review.

5)

Manovich, Lev. "Welcome to the Multiplex: Documenta 11." Review of Documenta 11 exhibition. In RHIZOME (www.rhizome.org), 2002.

V. Translations

1)

Manovich, Lev. Translation of Misiano, Victor. "Cool Reflections." Art Journal 53, no. 2 (Summer 1994): 85-87. Article translation.

2)

Manovich, Lev. Translation of Goushchin, Gennady. "On My Photographs." Art Journal, 53, no. 2 (Summer 1994): 76-79. Article translation.

ART PROJECTS AND EXHIBITIONS

I. Exhibitions, 1980 – 1995:

- 1) Apartment show, Moscow, 1980. Solo exhibition.
- 2) "International Printmaking," Drew University, 1984. Group exhibition.
- 3) Electronic Art Show, New York City Art Expo, 1985. Group exhibition.
- 4) SIGGRAPH '85 Video Show, San Francisco, 1985. Contribution to Digital Effects Demo Reel.
- 5) Computer Graphics Show, McGovern's Bar, New York City, 1987. Group exhibition.
- 6) "Art in Exile," Nexus Gallery, Philadelphia, 1987. Group exhibition.
- 7) Electronic Imaging Show, Florissant Valley Gallery, St. Louis, 1989. Group exhibition.
- 8) "The Artist and the Computer," Louisville Visual Art Association, Louisville, 1989. Group exhibition.
- 9) Group exhibition at Pyramid Arts Center, Rochester, 1990. "The End of Perspective" installation.
- 10) "Terra Sovietica," Rush Rhees Gallery, University of Rochester, Rochester, 1990. Solo exhibition.
- 11) Art Faculty Show, Art Gallery, Syracuse University, Syracuse, 1993. Group exhibition.
- 12) Art Faculty Show, Art Gallery, University of Maryland Baltimore County, Baltimore, 1994. Group exhibition.
- 13) ISEA 94 (5th International Symposium on Electronic Art) Media Lounge, Helsinki, 1994. Group exhibition.
- 14) "Bridge -- Checkpoint '95," telecommunication project between Linz, New York, and Moscow; Ars Electronica, Linz, Austria, June 1995. Participant in a group project.

II. Art projects and exhibitions, 1994-2014:

15)

Manovich, Lev and Natalie Bookchin. "Digital Snapshots." 3 digital prints. 1995.

Publication:

Beat Wyss. Die Bildergeschichte zur Kunst. Ein Überblick. (Cologne: Verlag der Buchhandlung Walther König, 2005).

Group Exhibitions:

"Photography After Photography," Aktionsforum Praterinsel, Munich, 1995.
Traveling in 1996-1998 to:

Kunst.Halle.Krems (Austria)
Stadtische Galerie Erlangen (Germany)
Bradenburgische Kunstsammlungen Cottbus (Germany)
Musset for Fotokunst Odense (Denmark)
Fotomuseum Winterthur (Switzerland)
Finland fotografiska museum (Helsinki, Finland)
Institute of Contemporary Art (Philadelphia, USA)
Adelaide Festival 1988 (Australia)

16)

"Little Movies." A set of digital films presented on a videotape. 1994-1998.

Screenings:

"NewMediaLogia," Moscow, November 1994
"Third Reality," St. Petersburg, October 1995
"Digital Dialectics," Los Angeles, August 1995
Society for Cinema Studies 1998 Conference, San Diego, April 1998
911 Media Arts Center, Seattle, July 1999

17)

Manovich, Lev. "Little Movies: Volume I." (www.manovich.net/little-movies). A set of digital films presented via a Web site / CD-ROM. 1997.

Press:

RES: The Future of Filmmaking magazine, December 1998.
Steven Ball, "Up the Snakes and Down the Ladders," Mesh 12 (1998/99): 24-26.
Vivian Sobchack, "Nostalgia for a Digital Object: Regrets on the Quickening of QuickTime," in Millennium Film Journal, winter 1999.

Collections:

Artbase, an archive of net.art by RHIZOME, included 1999.
The Rose Goldsen Archive of New Media Art, Cornell University Library, included 2003.

Solo Exhibitions in which this project was show:

"Lev Manovich: Adventures In Digital Cinema." Digital Arts Centre, ICA London,
November 2002. (Solo retrospective.)
"e-magic v.0.1." Thessaloniki, Greece. November, 2002. (Solo retrospective.)

Group Exhibitions:

"Can you Digit it?" Postmasters Gallery, New York, March 1996.
 "The New Venue", an online festival of digital film (www.newvenue.com), 1998.
 "offline@online," French-Baltic-Nordic Video and New Media Festival, Talinn, November 1998 (www.online.ee/~offline/festival/).
 "Digital Studies: Being In Cyberspace", an on-line exhibition for new media art and theory, co-organized by Mark Amerika and Alex Galloway (www.altx.com/ds), 1998.
 Cybermedia Arts Festival, Lisbon, 1999.

Contact Zones: The Art Of CD-ROM, The Herbert F. Johnson Museum of Art, Cornell University, 1999. Traveling to:

Centro de la Imagen in Mexico City, Mexico City, 1999

Virginia Film Festival, 1999.

"Dissection: A New Epoch in Inter-action", an International Multimedia Art Exhibition, Museum of Macau, China, 2000 (<http://www.macaumuseum.gov.mo/>)

MTN Digital/Electronic Art Exhibition, 2000, Gertrude Posel Gallery Johannesburg, South Africa (<http://connect.to/digitalelectronicart>)

Architecture Film Festival, Rotterdam, The Netherlands, 2000.

ISEA 2000 (10th International Symposium on Electronic Arts), Paris, 2000.

"Electronic Language," international festival, San Paolo, Brazil, 2000.

new digital media, Art Mission, Binghamton (US), May - June, 2004.

"Media Miniature," Pratt Institute Manhattan gallery (New York), March-April 2006.

"The 4th Screen," 2006 New York Video Festival, New York July 30, 2006.

18)

Lev Manovich and Norman Klein. "Freud-Lissitzky Navigator" (www.manovich.net/FLN).
 Web project. 1999; updated 2004.

Publications:

Project description published in Leonardo, 2000.

Group Exhibitions:

Cinema and Architecture Biannual, Graz, Austria, 1999. Finalist.

Cybermedia Arts Festival, Lisbon, 1999.

NET.CONDITION, ZKM / Zentrum für Kunst und Medientechnologie Karlsruhe, Germany, 1999.

Viadarte, Festival de Video y Artes Electronicas, Centro Nacional de las Artes, Mexico City, 1999.

"Digital Arts and Culture '99," international exhibition, Atlanta, 1999.

ARCHIVING AS ART, the French National Science Research Center (CNRS), Paris, 1999 (<http://www.univ-paris1.fr/CERAPLA/ArtC>).

ARCHIVING AS ART, ISEA 2000, Paris, 2000.

SHIFT-CTRL, University Art Gallery, University of California, Riverside, 2000.

"Let's Entertain," Walker Art Center, 2000. Traveling to:

Portland Art Museum, Oregon, 2000

Le Centre Georges Pompidou, Paris, 2000
 Museo Rufino Tamayo, Mexico City, 2001
 Miami Art Museum, 2001

Updated 2004 version, in "Mapping the Unfindable: An Excursion into the Unmappable Mind of Norman M. Klein," The Beall Center for Art and Technology, University of California, Irvine, 2004.

"The Conquest of Ubiquity," a survey exhibition of the history of net art (centroparraga.com/ubiquid/), Centro Párraga (Spain), 2003. Traveling to:

XTRA space CajaMurcia Foundation (Murcia), 2003.
 Atlantic Centre of Modern Art (Las Palmas de Gran Canaria), 2003.
 Koldo Mitxelena Kulturunea Fonoteka (Donostia-San Sebastián), 2004.

19)

Manovich, Lev. "Anna and Andy" (www.manovich.net/aa). Web project. 2000.

Collections:

included in low-fi 10 (www.low-fi.org.uk), 2002.

Group Exhibitions:

"e-magic v.0.1." Thessaloniki, Greece, 2002. (Solo retrospective.)
 Video Biennial, The Digitalartlab, Holon, Israel, 2002.
 "Object/Concept," UCSD Art Gallery, 2002.
 "Multimedia and Contemporary Art," virtual exhibition on a CD-ROM curated by Mathieu Copeland, London, 2001.

Solo Exhibitions in which this project was shown:

"Lev Manovich: Adventures In Digital Cinema," Digital Arts Centre, ICA London, 2002. (Solo retrospective.)

20)

"Data Beautiful" (www.manovich/db). Web project. 2001.

Collections:

www.cybergeography.org.

Group Exhibitions:

"MAPPING THE WEB INFOME," New Langton Arts, San Francisco, 2001.
 (www.newlangtonarts.org/netart/infome)

21)

Manovich, Lev. "Modern OS" a site-specific installation for Electronic Orphanage (www.electronicorphanage.com), Los Angeles, July 2001 (Solo exhibition). (www.manetas.com/eo/archive/)

22)

Manovich, Lev. "Global User Interface (Soft Cinema Edition)." Computer-driven media installation with variable narratives and spatial configurations. 2002-03. Commissioned and produced by ZKM for the exhibition "Future Cinema: Cinematic Imaginary after Film." Significantly revised 2004.

Selected reviews and discussions of the project in articles and books:

Steve Anderson, "Select and Combine: The Rise of Database Narratives," RES vol. 7, no. 1 (2004), 52-53.

"Information is Alive": Art and Theory on Archiving and Retrieving Data, published in conjunction with DEAF 03 festival (Rotterdam: V2/Nai, 2003), 166-169.

Flash Art, review of Future Cinema by Julie Lazar (Milan, January-February 2003), 55.

Margot Lovejoy, Digital Currents: Art in the Electronic Age, 3rd revised edition (Routledge, 2004). (Book.)

"Politiken", a feature by Ralf Cristensen (Kopenhagen Daily: May 2, 2003) section 2, p. 5.

Collections:

The Rose Goldsen Archive of New Media Art, Cornell University Library, included 2003.
Database of Virtual Art (<http://virtualart.hu-berlin.de>), included 2005.

Publications:

artphoto 12/2004 (New York and Bucharest). (www.artphoto.ro).

Documentaries:

"The Database of Virtual Art", a series of documentary clips on the selected projects in Future Cinema exhibition, produced by Oliver Grau (ZKM and arte TV, 2002). One of the clips is devoted to Soft Cinema installation.

30 minute TV documentary Outside the Box: New Cinematic Experiences (Akron, Ohio: Wiggged Productions, 2005). (www.wigggedproductions.com) (The documentary film covers five artists and their work, including Lev Manovich's Soft Cinema.)

Solo Exhibitions in which this project was shown:

"Lev Manovich: Adventures In Digital Cinema." Digital Arts Centre, ICA London, November 2002. (Solo retrospective).

"e-magic v.0.1." Thessaloniki, Greece. November 2002. (Solo retrospective.)

"Soft Cinema: Navigating the Database," Chelsea Art Museum, New York, January 2005.

"Soft Cinema: Navigating the Database," Experimental Art Foundation, Adelaide, Australia, March 2007.

Group Exhibitions (unless otherwise stated, each listing is a computer-driven installation):

Video Biennial, The Digitalartlab, Holon, Israel, November 2002.

H2PTM exhibition and conference, University of Paris 8, Paris, September 2003 (Web).

SENEF 2003, Korea, August 2003.

Mediartspace (<http://www.mediartspace.com>) 2003. (Web)

“Future Cinema” (selections), Kiasma Museum of Contemporary Art, Helsinki, 2003.
 “A Perfect Magazine,” curated by Mathieu Copeland, London, 2003. (Presented in print)
 “Media Architecture” exhibition, Riga, 2003.
 Williamsburg Bridges Asia, Christine Wang Fine Art, Brooklyn, April-May 2003. (Presented via DVD)
 European Media Festival Osnabruck 2003, Osnabruck, 2003. (Lecture)
 Streaming Cinema 3.0, Philadelphia, 2003. DVD.
 DEAF 2003, Rotterdam, February 2003.
 Transmediale 2003, Berlin, February 2003 (honorary mention in Image category).
 “Future Cinema,” ZKM, Karlsruhe, Germany. November 15, 2002 – March 30, 2003.
 SENEf, Seoul, September 2004 (2004 version).
 Sonar 2007 festival, Barcelona, June 15-17, 2006. (www.sonar.es). DVD.
 “Artificial Nature,” Sydney University of Technology Gallery, Sydney, 31 October – 28 November 2006. DVD.
 “Post-Cinema,” RMIT Project Space gallery, Melbourne, October 2007.
 “Outside the Box,” Cornerhouse, Manchester, September – November, 2007.

23)

Manovich, Lev. “Mission to Earth (Soft Cinema Edition).” Computer-driven media installation, variable configurations. 2003-2004. Commissioned by the Baltic Centre for Contemporary Art (UK).

Selected reviews and discussions of the project in articles and books:

Igal Bursztyn, Intimate Gazes (Haifa, Israel: Haifa University Press, 2009).
 Stephen Wilson, Art+Science Now (London and New York: Thames & Hudson. 2010).

Publications:

artphoto 12/2004 (New York and Bucharest). (www.artphoto.ro).

Collections:

Database of Virtual Art (<http://virtualart.hu-berlin.de>), included 2005.

Documentaries:

30 minute TV documentary Outside the Box: New Cinematic Experiences (Akron, Ohio: Wiggged Productions, 2005). (www.wigggedproductions.com) (The documentary film covers four artists and their work, including Lev Manovich's Soft Cinema.)

Solo Exhibitions:

Baltic Centre for Contemporary Art, UK, September 18, 2003.
 “Soft Cinema: Navigating the Database,” Chelsea Art Museum, New York, January 2005.
 The National Academy of Art, Sofia, Bulgaria, April 2005.
 “Soft Cinema: Navigating the Database,” Experimental Art Foundation, Adelaide, Australia, March 2007.

Screenings:

“Conference of Birds” artspace, Bangkok, Thailand (www.conferenceofbirds.com), 2008.

Group Exhibitions (unless otherwise stated, each listing indicates a computer-driven installation):

backup_festival, Weimar, Germany, November 2003.
 Split Film Festival, Split, Croatia, September 2003.

“Future Cinema” (selections), The ICC (InterCommunicationsCenter), Tokyo, 2003-2004.

AIM V festival exhibition, Armory, Pasadena (CA), March-June 2004.

“Evolving Perception” USC’s Institute for Genetic Medicine Art Gallery, August – October 2004

SENEF, Seoul, September 2004.

IV Festival International of the Image (Columbia), November 2004.

'blip' art and science forum, Brighton, England, November 2004.

“Database Imaginary,” Banff’s Walter Phillips Gallery, November 23, 2004 –January 13, 2005. Travelling to:

Dunlop Art Gallery, Regina, Saskatchewan, Spring 2005.

Blackwood Gallery, University of Toronto at Mississauga, Fall 2005.

The Liane and Danny Taran Gallery of the Saidye Bronfman Centre for the Arts,

Montreal (www.saidyebrofman.org/) (February 2006 – April 2006).

"Identity Factories", [artphoto]image.festival[v.01], MLR Galleries. Bucharest, May - June 2005.

“RE: MODERN: On the Renaissance of Modernism in Contemporary Art,” Kunstlerhaus, Vienna, May – September 2005.

“Outside the Box, The University of Akron's Emily Davis Gallery, January-February 2006. DVD.

Sonar 2007 festival, Barcelona, June 15-17, 2006. (www.sonar.es). DVD.

“Artificial Nature,” Sydney University of Technology Gallery, Sydney, 31 October – 28 November 2006. DVD.

“Post-Cinema,” RMIT Project Space gallery, Melbourne, October 2007.

“Outside the Box,” Cornerhouse, Manchester, September – November, 2007.

24)

Manovich, Lev. “Rothko’ evolution.” Visualization of 205 paintings by Mark Rothko created on 287 megapixel HIPerSpace scalable display system. 2009.

Group exhibitions:

“To see what can’t be seen,” Norrköpings Visualization Center, Norrköping, Sweden, Summer 2011.

25)

Lev Manovich, Sergie Magdalin, Tara Zepel, Kedar Reddy. “Media Species.” Visualizations of different types of moving images: Betty Boop cartoons (1930s), dance and song scenes from Bollywood films (1980s-2000s), TV political ads (2008), and motion graphics (2008-2009). 2009.

Group exhibitions:

“Info-Aesthetics Showcase,” SIGGRAPH, New Orleans, August 2009.

26)

Douglass, Jeremy, and Lev Manovich. “Time covers.” Visualization of 4535 *Time* magazine covers (every issue from 1923 to 2009) using grid layout. 2009.

Group exhibitions:

“Text Fields,” Futures of Digital Studies 2010, University of Florida, February 2010.

27)

Manovich, Lev, and Jeremy Douglass. "Mapping *Time*." Animated visualization of *Time* magazine covers. 2010.

Solo exhibitions:

"Mapping Time: Visualization of Temporal Patterns in Media and Art," gallery@calit2, La Jolla, September-December 2010.

Group exhibitions:

Data Visualization showcase, Strata NYC 2011 conference, September 2011.
Gwangju Design Biennale, Gwangju, South Korea, September-October 2011.

28)

Manovich, Lev, and Jeremy Douglass. "*Timeline*." Visualization of all *Time* magazine covers published from 1923 to 2009 as an image plot. 2009.

Publications:

The Expanding Field of Graphic Design, 1900-2000. The Graphic Design Museum (Breda, Netherlands), 2010, p. 57.

Humanities. The Magazine of the National Endowment for the Humanities, Vol. 32, No. 2, March/Apri, 2011 p. 10-11.

Solo exhibitions:

"Shaping Time," Graphic Design Museum, Breda, Netherlands, April-June 2010.

"Mapping Time: Visualization of Temporal Patterns in Media and Art," gallery@calit2, La Jolla, September-December 2010.

Group exhibitions:

MySpectacle, ARTifact gallery, The Sixth College, UCSD, January-March 2011.

"To see what can't be seen," Norrköpings Visualization Center, Norrköping, Sweden, Summer 2011.

Data Visualization showcase, Strata NYC 2011 conference, September 2011.
Gwangju Design Biennale, Gwangju, South Korea, September-October 2011.

29)

Huber, William, and Lev Manovich. "Kingdom Hearts I videogame traversal" and "Kingdom Hearts II videogame traversal." Visualizations of Kingdom Hearts I video gameplay (62.5 hr) and Kingdom Hearts I video gameplay (37 hr). 2009.

Solo exhibitions:

"Mapping Time: Visualization of Temporal Patterns in Media and Art," gallery@calit2, La Jolla, September-December 2010.

Group exhibitions:

“Text Fields,” Futures of Digital Studies 2010, University of Florida, February 2010.
Data Visualization showcase, Strata NYC 2011 conference, September 2011.

30)

Douglass, Jeremy and Lev Manovich. “Google Logo Space.” Visualization of 587 versions of Google logo which appeared on google.com between 1998 and 2009. 2009.

Solo exhibitions:

“Mapping Time: Visualization of Temporal Patterns in Media and Art,” gallery@calit2,
La Jolla, September-December 2010.
Data Visualization showcase, Strata NYC 2011 conference, September 2011.

31)

Manovich, Lev, and Jeremy Douglass. “*Freakangels* Time Curve.” Visualization of 342 sequential pages of webcomic *Freakangels* published between between Feb 15, 2008 and June 6, 2009. 2009.

Solo exhibitions:

“Mapping Time: Visualization of Temporal Patterns in Media and Art,” gallery@calit2,
La Jolla, September-December 2010.

Group exhibitions:

MySpectacle, ARTifact gallery, The Sixth College, UCSD, January-March 2011.

32)

Huber, William, Tara Zepel, Lev Manovich. “Seeing *Science*.” Visualization showing every 3rd page from every issue of *Science* from the beginning of publication in 1880 to 1906. Total number of pages shown in the visualization: 9801. 2010.

Group exhibitions:

“Here, Not There.” San Diego Museum of Contemporary Art, June-September 2011.

33)

Lev Manovich. “*Science* journal, 1880-1906.” Animated visualization. 2010.

Solo exhibitions:

“Mapping Time: Visualization of Temporal Patterns in Media and Art,” gallery@calit2,
La Jolla, September-December 2010.

34)

Huber, William, Tara Zepel, Lev Manovich. “Seeing *Popular Science*.” Visualization showing every 3rd page from every issue of *Popular Science* from the beginning of publication in 1872 to 1922. Total number of pages shown in the visualization: 9900. 2010.

Group exhibitions:

“Here, Not There.” San Diego Museum of Contemporary Art, June-September 2011.

35)

Manovich, Lev. “*Popular Science* magazine, 1872-1922.” Animated visualization. 2010.

Group exhibitions:

“Here, Not There.” San Diego Museum of Contemporary Art, June-September 2011.

36)

Manovich, Lev. “Anna Karenina.” Animated visualization of the complete text of English translation of Lev Tolstoy’s *Anna Karenina*. 2010.

Solo exhibitions:

“Mapping Time: Visualization of Temporal Patterns in Media and Art,” gallery@calit2, La Jolla, September-December 2010.

37)

Manovich, Lev and Jeremy Douglass. “Manga Style Space animation.” Animated visualization of 1,074,790 pages from 883 manga titles. 2010.

Solo exhibitions:

“Mapping Time: Visualization of Temporal Patterns in Media and Art,” gallery@calit2, La Jolla, September-December 2010.

38)

Manovich, Lev and Jeremy Douglass. “Manga Style Space.” Visualization of 1,074,790 pages from 883 manga titles. 2010.

Publications:

Lisa Gitelman. Ed. “Raw Data” is an Oxymoron (The MIT Press 2013.)

Group exhibitions:

MySpectacle, ARTifact gallery, The Sixth College, UCSD, January-March 2011.

Data Visualization showcase, Strata NYC 2011 conference, September 2011.

Gwangju Design Biennale, Gwangju, South Korea, September-October 2011.

39)

Manovich, Lev, Jeremy Douglass, William Huber. “Manga Style Space matrix.” Visualization of 192 manga titles (220,950 pages).

Publications:

Lisa Gitelman. Ed. “Raw Data” is an Oxymoron (The MIT Press, 2013.)

Solo exhibitions:

“Mapping Time: Visualization of Temporal Patterns in Media and Art,” gallery@calit2,
La Jolla, September-December 2010.

40)

Manovich, Lev. “4535 Time covers, 1923-2009.” Digital video which presents three different visualizations of the *Time* covers data set. 2010.

Group exhibitions:

“Data Mining Artists Constructs,” A+D Gallery, Columbia College, Chicago, October –
November, 2010.

Art Department and invited artists exhibition, Tulane University, New Orleans, September-
October 2010.

41)

Manovich, Lev. A set of 12 visualizations of patterns in films by Dziga Vertov. 2010.

Published as a special section on a DVD containing new digital copies of [A Sixth Part of the World](#) and [The Eleventh Year](#) by Dziga Vertov, with original music by Michael Nyman (Vienna: Austrian Film Museum, 2010). < http://www.filmmuseum.at/en/shop/a_sixth_part_of_the_world_the_eleventh_year_dvd_1>.

42) Manovich, Lev and Jay Chow. “Manga Universe.”

Group exhibition:

“8th Iteration (2012): Science Maps for Kids,” *Places & Spaces: Mapping Science*, curated by Katy Börner and Michael J. Stamer. <http://scimaps.org/maps/map/manga_universe_144/>. The exhibition is presented in many physical locations: <http://scimaps.org/exhibitions/>.

43)

Hochman, Nadav, Lev Manovich, Jay Chow. “Phototrails.” 2013: <http://phototrails.net>.

Visualizations of 2.3 million Instagram photographs shared in 13 global cities.

Media coverage:

Wired, Spiegel online, The Guardian, SFWeekly, The Atlantic Cities, The Verge, FastCompany Co.Create, The Creators Project, infosthetics.com, flowingdata.com, gizmodo.com, ny.curbed.com, petapixel.com, Animal New York, brainstorm9.com.br, psfk.com, numrush.nl, page-online.de, haaretz.co.il, niemanlab.org, aparatmag.com (Russia), lab-zine.com.

Personal exhibition:

Ameile A. Wallace Gallery, SUNY College at Old Westbury, October 2013.

44)

Manovich, Lev, Moritz Stefaner, Mehrdad Yazdani, Dominicus Baur, Daniel Goddemeyer, Alise Tifentale, Nadav Hochman, Jay Chow. “Selfiecity.” 2014. <http://selfiecity.net/>

Analysis of 3200 Instagram selfies photos presented as visualizations, an interactive web application, and three essays.

Selected Media Coverage:

New York Times, The Guardian, BBC, NBS News, Los Angeles Times, Washington Post, San Francisco Chronicle, National Geographic, Discovery Channel, CNN, Wall Street Journal, Wired, BuzzFeed, Slate, Gizmodo, The Verge, The Creators Project, Der Spiegel, Die Welt, El Tiempo, Politico.

Full media coverage:

<http://manovich.net/index.php/press>

Group Exhibition:

[The 2nd Annual Filmatic Festival](#), UC San Diego, April 30 - May 3, 2015.

Recognition:

Awarded Golden Award in 2014 Information is Beautiful competition:

<http://www.informationisbeautifulawards.com/news/49-2014-the-winners>.

Selfiecity is among [15 Data Visualizations That Will Blow Your Mind, 2015 Awards](#)

Selfiecity is one of the [Best Projects in Data Visualization of 2014](#) according to a list by the Social Technologies Hothouse (December 26, 2014).

The project appears on the list of top 100 [Interactive visualizations of 2014: Projects that made this year one of the most inspiring in the data viz field](#) by Visualoop (December 26, 2014).

The project website is featured in [Best of 2014: The Year in Selfies](#) on The Creators Project (December 26, 2014).

Selfiecity is among [The Best Data Visualizations Of 2014](#) by Gizmodo (December 24, 2014).

Selfiecity is one of [The Best Data Visualization Projects of 2014](#), Flowing Data (December 19, 2014).

45)

Manovich, Lev and Jay Chow. "Taipei Phototime." 2014. <http://lab.softwarestudies.com/2014/05/our-new-instagram-visualization-project.html>

Installation comparing real-time Instagram images streams from Taipei and New York City.

Commissioned by The National Taiwan Museum of Fine Arts for the group exhibition:

["Wonder of Fantasy. 2014 International Techno Art Exhibition."](#) The National Taiwan Museum of Fine Arts, May 17 – August 3, 2014.

46)

Manovich, Lev, Jay Chow, Moritz Stefaner. "SelfieSaoPaulo." 2014.

<http://lab.softwarestudies.com/2014/06/selfiesaopaulo-new-project-by-moritz.html>.

Animated data visualization presented on a large media façade in Sao Paulo, June 9 - July 7, 2014. 2014. (The building FIESP / SESI and Alameda das Flores, Avenida Paulista 1313.)

Commissioned by [2014 SP Urban Festival](#).

47)

Nadav Hochman, Lev Manovich, Jay Chow. "Phototrails: Animated." 2014.

Animated data visualization of millions of Instagram photos from a number of global cities.

Commissioned by Google Zeitgeist 2014: <https://www.zeitgeistminds.com/>

48)

Lev Manovich, Mehrdad Yazdabu, Alise Tifentale, Jay Chow. "The Exceptional and the Everyday: 144 hours in Kyiv." 2014: <http://www.the-everyday.net/>

Analysis and visualizations of 13K Instagram photos shared in center of Kiev during February 2014 Ukrainian Revolution.

Selected media coverage: PBS, The Atlantic, The Guardian, Co.Exist, SBS News, storybench.org. (For more coverage, see <http://www.the-everyday.net/>).

Group exhibitions:

[Tallinn Architecture Biennale "Self-Driven City"](#), Tallinn, Estonia, September 9 – October 18, 2015.

[Signal from Noise](#), The Center for Curatorial Studies at Bard College, Annandale-On-Hudson, New York, March 29 - May 3, 2015.

49) Lev Manovich, Daniel Goddemeyer, Moritz Stefaner, Dominikus Baur. "On Broadway." 2014.

<http://on-broadway.nyc/>

Interactive application and a public installation commissioned by New York Public Library for its exhibition "The Public Eye," 2014-2016.

Media coverage:

Feature article in journal's special issue "Landscape Architecture under Big Data", Landscape Architecture Frontiers Journal (China), Fall 2015

Interview with Lev Manovich, Space Magazine (South Korea), June 2015

From sepia to selfies. 175 years of photography, CBS News, May 2015

Exploring a City through Social Media Snapshots, psfk.com, March 2015

Big Data Turns Broadway into an Interactive Art Project, VideoEdge, March 2015

On Broadway, Dragonweb (Hungary), March 2015

On Broadway, An Interactive Installation Featuring Layers of Images and Data Gathered along Broadway in Manhattan, The Laughing Squid, March 2015

NYC is a city that does sleep, a bit, Revolution Analytics blog, March 2015

Coverage of "On Broadway" in Living in the Digital Age video program, Deutsche Welle (Germany), March 2015

Broadway the Digital Way, The Info Monkey blog, March 2015

- Data visualisatie brengt drukste straat NYC tot leven, Numrush (The Netherlands), March 2015
 On Broadway Is a Stunning, Data-Driven Portrait of Life in New York City, The Creators Project, March 2015
 On Broadway shows city life through data cross-sections, FlowingData, March 2015
 Take a Stroll Down Broadway Through Hundreds Of Thousands Of Instagram Images, Fast Co.Exist, March 2015
 Visualizing Life along Broadway, Data Innovation, March 2015
 Massive Data Visualization Brings NYC's Busiest Street To Life, Fast Co.Design, March 2015
 A Digital Collage of Broadway Made From Strips of Data, The Atlantic City Lab, March 2015
 Public Eye: 175 Years of Sharing Photography, The New Yorker, February 2015

Group exhibitions:

[Public Eye: 175 Years of Sharing Photography](#), New York Public Library, December 12, 2014 – December 31, 2015.

Talinn Architecture Biennale, Talinn, 9/2015

Shanghai West Bund Art and Architecture Biennale, 9-11/2015

CREATIVE CONTRIBUTIONS TO PROJECTS BY OTHER ARTISTS

- 1)
Computer animation for WAX or the discovery of television among the bees (video 85:00), directed by David Blair, 1991.
- 2)
Computer animation or Traces of a Presence to Come (video 39:00), directed by Irit Batsry, 1993.
- 3)
Videography for a CD-ROM Databank of the Everyday by Natalie Bookchin, 1996.
- 4)
Text and voiceover for Zuse's Filmstrip, an installation by Caspar Stracke (2002), commissioned by ZKM for the exhibition Future Cinema (2002-2004).

WEB SITES AND ONLINE DIGITAL COLLECTIONS

- 1)
Manovich, Lev. www.culturalanalytics.info. 2016 - present.
The site of Manovich's lab.
- 2)
Manovich, Lev. www.softwarstudies.com. 2008 - present.
The site presents updates about Software Studies Initiative's research and also news related to digital humanities and software studies fields.

3)

Manovich, Lev. <http://www.flickr.com/photos/culturevis/>. 2008 - present.

The Flickr gallery showing cultural analytics projects developed by Software Studies Initiative (%95 of the visualizations are created by me). I maintain the gallery and write descriptions of all the visualizations.

4)

Manovich, Lev, Jeremy Douglass, Heleva Bristow. <http://www.youtube.com/user/softwarestudies>. 2008

YouTube gallery: videos from SoftWhere 2008 workshop at UCSD.

5)

Manovich, Lev, Jeremy Douglass, Heleva Bristow. <http://workshop.softwarestudies.com/>. 2008.

The web site about SoftWhere 2008 workshop at UCSD which features 22 presentations videos.

6)

Manovich, Lev. <http://manovich.net/>. 1994- present.

The web site containing PDFs of most of my articles, interviews, books, and selected art projects.

INVITED KEYNOTES, LECTURES, PAPER PRESENTATIONS, SEMINARS AND WORKSHOPS

The Association for Research in Vision and Ophthalmology 1988 Conf., Sarasota, May 1988. Poster.

Semiotic Society of America Annual Conference, Cincinnati, October 1988. Paper.

Semiotic Society of America Annual Conference, Indianapolis, July 1989. Paper.

Society for Animation Studies Annual Conference, Ottawa, October 1990. Paper.

Fast Rewind II (Moving Image Archeology), Rochester, May 1991. Paper.

Society for Animation Studies Annual Conference, Rochester, October 1991. Paper.

College Art Association Annual Convention, Seattle, February 1993. Paper.

College Art Association Annual Convention, Seattle, February 1993. Paper.

Panel Series on the Aesthetics of Art and Technology, San Francisco Art Institute, October 1993. Lecture.

FISEA '93 (Fourth International Symposium on Electronic Art), Minneapolis, November 1993. Paper.

Creat Inc., St. Petersburg, December 1993. Lecture.

FISEA '93 (Fourth International Symposium on Electronic Art), Minneapolis, November 1993. Paper.

Conference "Photography and the Photographic: Theories, Practices, Histories," University of California, Riverside, April 1994. Lecture.

Nordicil '94 Symposium "New Techniques -- New Narratives of Cinema," Helsinki, August 1994. Lecture.

ISEA '94 (Fifth International Symposium on Electronic Art), Helsinki, August 1994. Paper.

Symposium "Digital Nature," Dutch Electronic Arts Festival, Rotterdam, November 1994. Lecture.

Symposium "NewMediaLogia," Moscow, November 1994. Lecture.

Mediawork Colloquium, Pasadena Arts Center, Pasadena, March 1995. Lecture.

UCLA, Department of Film & TV, Los Angeles, March 1995. Lecture.

Pasadena Arts Center, Pasadena, March 1995. Lecture.

Symposium "Multimediale 4," Karlsruhe, Germany, May 1995. Lecture.

Conference "Digital Dialectics," Los Angeles, August 1995. Lecture.

"Archeology of Media" panel, SIGGRAPH '95, Los Angeles, August 1995. Panel.

ISEA '95, Montreal, September 1995. Opening panel participant.

St. Petersburg State Academy of Art and Design, October 1995. Lecture.

"Gallery 21," St. Petersburg, October 1995. Lecture.

Symposium "Third Reality," St. Petersburg, October 1995. Lecture.

University of Southern California, School of Film and Television, April 1996. Class lecture.

Medialabor Munich, Munich, May 1996. Series of 3 lectures.

Department of Medical Cybernetics and Artificial Intelligence, University of Vienna, May 1996. Lecture.

Mediawork Colloquium, Art College of Design, Pasadena, March 1997. Lecture.

WRO 97 Media Art Biennale, Poland, April 1997. Lecture.

Symposium LEAF97, Liverpool. April 1997. Lecture.

Panel with Michel Serres on computer art, UCSD, May 1997. Panel participant.

"Chips and Bits" Symposium, UCLA, May 1997. Paper.

"Clicking In: Hot Links to a Digital Culture," MOCA, Los Angeles, June 1997. Panel participant.

"On-line Journalism," SIGGRAPH '97, Los Angeles, August 1997. Panel participant.

"The Future of the Future," Hummer Museum, Los Angeles, August 1997. Panel participant.

ISEA 97, Chicago, September 1997. Two papers.

Hungarian Academy of Fine Arts, Intermedia Department, Budapest, October 1997. Lecture.

Center for Culture & Communication / Soros Foundation, Budapest, October 1997. Two lectures.

"Screens" Symposium, Trondheim, Norway, October 1997. Lecture.

Ostranenie '97, the International Electronic Media Forum, Bauhaus, Dessau, Germany, November 1997. Opening address and a lecture.

Prague Media Symposium: Flusser / Media / Film, Goethe Institute, Prague, November 1997.

Art and Technology Lecture Series, University of California, Berkeley, December 1997. Lecture.

Digital Asset Management Conference, Los Angeles, March 1998. Panel moderator.

Imagina '98, Monte-Carlo, Monaco, March 1998. Lecture.

Society for Cinema Studies Annual Conference, San Diego, April 1998. Paper.

Georgia Institute of Technology, Atlanta, May 1998. Lecture.

"Computing Culture: Defining New Media Genres" symposium, UCSD, May 1998. Organiser and presenter.

Art College of Design, Pasadena, May 1998. Class presentation.

School of Visual Arts, New York, MFA Program in Computer Art, September 1998. Class presentation.

Banff Center for the Arts, workshop on computer games, Banff, Canada. Two Papers.

SEEFair '98 International Festival of Electronic Arts, Skopje, Macedonia, October 1998. Lecture.

Authorship conference, Interdisciplinary Humanities Center, University of California, Santa Barbara, November 1998. Panel participant.

French-Baltic-Nordic Video and New Media Festival, Tallinn, November 1998. Lecture via video.

University of Amsterdam, Department of Film and Television, Amsterdam, December 1998. Two graduate seminars.

The Society for Old and New Media (waag), Amsterdam, December 1998. Lecture.

International Conference on the Technologies of Moving Images, Stockholm, December 1998. Keynote lecture.

Rotterdam International Film Festival, a panel on "graphic cinema," Rotterdam, February 1999. Panel presentation.

College Art Association Annual Conference, Los Angeles, February 1999. Paper.

Interaction '99, International Symposium on Interactive Art, International Academy of Media Arts and Sciences, Ogaki City, Gifu, Japan, March 1999. Lecture.

Inter Medium Institute (IMI), Osaka, Japan, March 1999. Lecture.

Stanford University, May 1999. Lecture.

UCLA, Department of Design, May 1999. Class presentation.

"Microcosms: Objects of Knowledge" workshop, The Humanities Research Institute, UC Irvine, May 1999. Panel.

"Interactive Frictions," International Conference, University of Southern California, June 1999. Featured speaker (paper and panel).

International Symposium "FMX'99: Digital Film, Visual Effects, Postproduction and New Media," Stuttgart, Germany, June 1999. Lecture.

Merz Akademie, Stuttgart, June 1999. Lecture.

Örebro University, Örebro, Sweden, September 1999. Lecture.

Dialog with with Harun Farocki, Cinematheque, Stockholm, September 1999. Panel participant.

Royal Institute of Technology, Stockholm, September 1999. Lecture.

Digital TV Applications Forum (DAD), Stockholm, September 1999. Lecture.

Presentation of Stockholm new media artists, Royal Institute of Technology, Stockholm, September 1999. Panel participant.

Finish Cinema Studies Seminar, Helsinki, September 1999. Keynote speaker.

"History and Space" Symposium, University of Turku, Finland, October 1999. Keynote speaker.

University of Art and Design, Helsinki, October 1999. Lecture and seminar.

Virginia Film Festival, University of Virginia. October 1999. Lecture via video.

"Digital Arts and Culture," international conference, Georgia Institute of Technology, Atlanta, October 1999. Lecture (via video).

RTFF (Real-Time Film Festival) workshop, Rome, October 1999. Workshop.

Bauhaus College, Dessau, Germany, October 1999. Workshop presentation.

"Otstranenie" festival book presentation, Dessau, Germany, October 1999. Lecture.

Utrecht University, Netherlands, November 1999. Lecture.

Cybermedia Arts Festival, Lisbon, November 1999. Lecture.

Cinema and Architecture Biannual, Graz, Austria, November 1999. Project presentation.

Korean Association for Visual Culture Annual Conference, Seoul, Korea, December 1999. Keynote speaker.

Korean Semiotics Association Annual Conference, Seoul, Korea, December 1999. Keynote speaker.

Workshop on Digital Culture, Ewha University, Seoul, Korea, December 1999. Workshop.

Korean Game Developers Association, Seoul, Korea, December 1999. Workshop.

CADRE Institute, San Jose State University, San Jose, February 2000. Class presentation and lecture.

“Critical Issues in Net Art” Symposium, University of California, Berkeley, February 2000. Panel.

College Art Association Annual Conference, New York, February 2000. Paper.

“Alien Intelligence” Symposium, KIASMA, Helsinki, March 2000. Lecture via video.

“Inhabiting Technology” International Conference, ICA, London, March 2000. Paper.

SCI-Arc, Los Angeles, March 2000. Lecture.

Cyberforum, organised by Art Center College of Design, Pasadena, dialog in a 3D virtual environment, March 2000.

University of Copenhagen, Copenhagen, March 2000. Lecture.

International Workshop “Body, Image, Technology,” University of Kopenhagen, Kopenhagen, March 2000. Keynote speaker.

“Signs of Change: Media Arts in Transition, Again,” International Conference, Walker Art Center, Minneapolis, April 2000. Paper.

“Listen Up!: Lev Manovich,” a series of lectures by major international theorists in new media, The Lux Centre, London, May 2000. Lecture.

Critical Images II: Devolution!, an international conference on digital moving image, The Lux Centre, London, May 2000. Lecture.

“Playstation meets Organism: Emulation in a Cultural Context,” international symposium, Medimatic and Amsterdam-Maastricht University, Amsterdam, September 2000. Lecture.

Media Lab, University of Art and Design, Helsinki, September 1999. Lecture and seminar.

Center for Contemporary Art “Pro Arte,” St. Petersburg, September 2000. Lecture.

Center for Media Art TV Gallery, Moscow, September 2000. Lecture.

“The Digital Object” Colloquium, The Museum of the Moving Image, NYC, October 2000.

Net.congestion, First International Festival on Streaming Media, Amsterdam, October 7, 2000. Lecture (via video).

California Institute of the Arts, Photography Department, Los Angeles, October 18, 2000. Lecture.

“Archeology of Multimedia,” International Conference, Brown University, November 2000. Lecture.

Digital Cinema Conference, The Comparative Media Program, MIT, November 2000. Panel.

Moving Images: Technologies, Transitions, Historiographies, International Conference, Stockholm, December 2000.

Keynote speaker.

ISEA (International Symposium on Electronic Arts), Paris, December 2000. Panel.

Numer 00, International Conference on Interactive Design, Paris, December 2000. Panel moderator.

"Art and Technology: Current Research," International Symposium, Sorbonne, Paris, December 2000. Lecture.

"Fiction Reconstructed," International Symposium, Lubiana, January 2001. Lecture.

Art College of Design, Pasadena, February 2001. Class presentation.

Convergent Media Lecture Series, The University of Texas at Austin, Austin, February 2001. Lecture.

"Moving Image as Art: Time-based Media in the Art Gallery," International Symposium, Tate Britain and Tate Modern, London, June 2001. Lecture.

"Lev Manovich Presents," The Lux Centre, London, June 2001. Lecture.

Information Technology and Society Workshop, The Institute for Advanced Study, Princeton, June. Panel.

"Archive Cultures: Database Design for Online Collaboration," Digital Cultures Project Institute, University of California, Santa Barbara, June 2001. Lecture.

"ArtCade: How Video Games are Transforming Art," symposium, San Francisco Museum of Modern Art, June 2001. Panel.

The Arts and Streaming Media Summit and Workshops, The American Film Institute, Los Angeles, August 2001. Dialog between Peter Lunenfeld and Lev Manovich.

"Human Generosity Project: Tools that Enable Collaboration" Summit, Banff, Canada, August 2001. Lecture and panel co-moderation.

Historical and Conceptual Foundations of Cognitive Science course, UCSD, October 2001. Seminar.

Higher Institute of Fine Arts, Antwerp, new academic year symposium, Oct. 8, 2001. Keynote lecture.

Utrecht University, Faculty of Arts, New Media and Digital Culture, Utrecht, Oct. 9, 2001. Lecture and seminar.

V2, Rotterdam, Oct. 11, 2001. Lecture and a dialog with Aaron Betsky.

School of Art | ZKM, Karlsruhe (Germany), Oct. 13, 2001. Workshop for Ph.D. students in a research program "image antropology."

ZKM | Center for Art and Media, Karlsruhe (Germany), Oct. 15, 2001. Lecture.

Transmediale Salon, Berlin, Oct. 16, 2001. Lecture.

"InterfaceExporer" symposium, Public Netbase, Vienna, Oct. 18., 2001. Panel and Keynote lecture.

Make World Festival, Munich, Oct. 21:, 2001. Keynote lecture.

“Morphologies” symposium, University of New South Wales, Sydney, November 2001. Keynote lecture.

“Dislocations” conference, Cinemedia Center, Melbourne, November 2001. Keynote lecture.

Digital Dialogs, Art Center College of Design, Graduate Program in New Media Design, Pasadena, CA, January 14, 2002. Class presentation.

Digital Culture: Epistemology and Theory, UC Irvine, January 18-19, 2002. Lecture.

Digital Cultures Conference, UCLA, February 1-2, 2002. Keynote Lecture.

Imagina 2002 International Conference, February 12-14, Monte-Carlo, France. Panel.

ARCO 2002 Art Fair, Madrid, February 15-16. Lecture.

Chicago Art Institute, March 6. Lecture.

“Interfacing Knowledge: New Paradigms in Computing for the Humanities,” Arts and Social Science Conference, UC Santa Barbara, March 8-10. Lecture.

“Transforming Spaces: The Topological Turn in Technology Studies,” Darmstadt, March 22-24. Keynote Lecture.

2002 State of the Arts Electronic Literature Symposium, UCLA, April 4-6, 2002. Panel.

Digital Technology & Media Convergence Lecture Series, Pratt Institute, Brooklyn, April 9, 2002. Lecture.

“Blur 02: Power and Play in Digital Art and Culture Conference,” Creative Time and Parsons, NYC, April 11-13, 2002. Opening Panel.

University of Idaho, Moscow, Idaho, April 14-18, 2002. Lecture and 2 class presentations.

Society for Cinema Studies 2002 Conference, Denver, May 23-25, 2002. Plenary session speaker.

School of Arts and Communication, Malmo University, Malmo, Sweden, June 3, 2002. Seminar.

SHIFT lecture series, School of Arts and Communication, Malmo University, Malmo, Sweden, June 3, 2002. Lecture.

Vevey School of Photography, Vevey, Switzerland, June 2002. 5 day workshop “Post-photographic Representation.”

“Art.ificial Emotion,” international symposium on new media art, Itau Cultural, Sao Paolo, August 11, 2002. Keynote Lecture.

FILE 2002 (International festival of electronic art), Sao Paolo, Brazil, August 13, 2002, Lecture.

International Symposium "Interactive Media," Salvador, Brazil, August 15-18 2002. Panel and lecture.

UFF (Brazilian State University), Rio de Janeiro, August 20 2002. Lecture.

VII Muestra Euroamericana de Cine, Video y Arte Digital, Buenos Aires, August 22-23, 2002. Seminar (two days).

VII Muestra Euroamericana de Cine, Video y Arte Digital, Buenos Aires, August 23, 2002. Presentation of “A Man with a Movie Camera.”

University of Amsterdam, Dept of Art and Culture, Film and TV Studies, Amsterdam, September 6, 2002. PhD seminar.

Stradina University, Riga, Latvia, September 19, 2002. Lecture.

RIXC, Riga, Latvia, September 19, 2002. Seminar.

Latvian Cultural Academy, Riga, Latvia, 2002. Lecture.

bootlab, Berlin, September 24, 2002. Lecture.

ITU (The National Network for IT in Education) Annual Meeting, Oslo, October 19, 2002. Keynote lecture and seminar.

University of Bergen, Bergen, Norway, October 21, 2002. Lecture.

“Architecture and Media,” conference in conjunction with the second international Bauhaus Foundation Competiton, Bauhaus Dessau Foundation, Dessau, Germany, October 25. Lecture.

ISNM International School of New Media, Lübeck, Germany, October 28, 2002. Lecture.

Friedrich Kittler’s PhD seminar on media theory, Humboldt University, Berlin, October 29, 2002. Lecture.

Seminar on IT in education, Columbia University, New York City, October 11, 2002. Lecture.

School of the Arts, Columbia University, New York City, October 11, 2002. Lecture.

“(Re)structured Screen” symposium, Eyebeam, New York City, October 11, 2002. Lecture.

“REMOTE” symposium, The Fruitmarket Gallery / New Media Scotland, Edinburg, October 18, 2002. Keynote lecture.

Institute of Contemporary Art (ICA), London, October 19, 2002. Lecture.

University of Westminster, London, October 20, 2002. Seminar.

Budapesht University, Film Studies Department, Budapesht, Hungary, October 22, 2002. Lecture.

V2, Rotterdam / C3, Budapest, Budapest, Hungary, November 2005. 5 day master Class, “Metadating the Image.”

Symposium “Language and Encoding,” University of Buffalo, Buffalo, November 9, 2002. Lecture.

“Media in Performance” conference, Free University, Berlin, November 29, 2002. Lecture.

bootlab, Berlin, December 1, 2002. Lecture.

Interactive Division, University of Southern California, Los Angeles, January 15, 2003. Class presentation.

“New Cities/New Media” conference, University of Southern California, Los Angeles, January 16, 2003. Keynote lecture.

University of Washington, St. Lois, January 24-25, 2003. Lecture and studio visits.

“Infrastructures” symposium, CRCA, University of California, San Diego, February 3, 2002. Panel presentation.

New Technologies and New Art Forms session, ARCO '03, Madrid, February 13, 2003. Keynote lecture.

The Art of the Future session, ARCO '03, Madrid, February 16. Lecture.

“Attention and the Arts” symposium, Pomona College, California, February 22, 2003. Keynote lecture.

DEAF (festival of electronic arts) 2003, Rotterdam, February 28, 2003. "Metadata, Mon Amour," organizer and presenter.

MIT Media Lab, Cambridge, Mass., March 2003. Colloquium.

School of the Museum of Fine Arts, Boston, March 6, 2003. Lecture.

"Mediators: Medium and Its Messages" conference, Boston University, Boston, March 8, 2003. Lecture.

ECIAD, Vancouver, March 28, 2003. Class presentation.

University of British Columbia, Vancouver, March 28-29, 2003. Seminar and lecture.

AIM (Art in Motion) international festival, Los Angeles, March 30, 2003. Juror Lecture.

Software Aesthetics symposium, Sydney College of the Arts, Sydney, April 3, 2004. Lecture.

Sydney College of the Arts, Sydney, April 8-9, 2003. Two lectures.

Sydney College of the Arts, Sydney, April 10, 2003. Panel on digital media in education.

University of Sydney, Sydney, April 15, 2003. Research in Humanities and Social Sciences guest talk (lecture).

Digital Art and Culture Symposium, MoMA (Museum of Modern Art), New York, April 22, 2003. Panel on Theory and Aesthetics of New Media.

MoMA (Museum of Modern Art), New York, April 23, 2003. An Evening with New Media Curators (panel presentation.)

European Media Art Festival, Osnabrueck, Germany, April 26, 2003. Lecture.

Symposium on Digital Aesthetics, Nordstrum, Denmark, April 30, 2003. Keynote lecture.

National Film Institute, Copenhagen, Denmark, May 3, 2003. Lecture.

Center for Digital Aesthetic Research, University of Aarhus, Aarhus, Denmark, May 5, 2003. Colloquium.

University of Aarhus, Aarhus, Denmark, May 6, 2003. Lecture.

The Centre for Internet Research, University of Aarhus, Aarhus, Denmark, May 6, 2003. Workshop.

“user_mode” international conference, Tate Modern, May 10, 2003. Keynote lecture.

“Media Architecture” conference, Riga, Latvia, May 15, 2003. Lecture.

Royal College of Art, London, May 2003. Class presentation.

Central St. Martin School of Art, London, May 22, 2003. Lecture.

Read_Me 2.3 festival of software art, Helsinki, May 31, 2003. Lecture.

SCI-ARC, Los Angeles, July 1, 2003. Class presentation.

COSIGN 2003 international conference, Middlesbrough, UK, September 12, 2003. Keynote lecture.

Seminar on Data-based Art, Baltic Centre for Contemporary Art, Newcastle, UK, September 18, 2003. Lecture.

Baltic Centre for Contemporary Art, Newcastle, UK, September 17, 2003. Lecture.

Split Film Festival, Split, Croatia, September 22-28, 2003. Lecture.

Art Futura 2003, Barcelona, October 9-12, 2003. Panel presentation.

Global Mobility: Media and Minority Culture" Symposium, Stanford University, November 24-25, 2003. Lecture.

ACM Multimedia 2003 international conference, Berkeley, November 5, 2003. Keynote lecture.

The Fresnoy (National School for media arts), France, November 2003. Lecture.

“Now What? Dreaming a better world in six parts,” BAK, Utrecht, November 2003. Panel presentation.

NAI (National Architecture Institute), Rotterdam, November 2003. Lecture (in conjunction with Asymptote retrospective).

University of Tokyo, Tokyo, December 2003. Class presentation.

The ICC, Tokyo, December 2003. Lecture and panel presentation.

Digital Dialogs, Graduate Program in Media Design, Art Center College of Design, Pasadena, California, March 15, 2004. Class presentation.

Seminar, Graduate Program in Media Design, Art Center College of Design, Pasadena, California, March 15, 2004. Class presentation.

SCI-ARC (Southern California School of Architecture), Los Angeles, May 2004. 4 day workshop “Hyper-Screen Architecture | Between Narrative and Search Engine.”

Liquid Space 2, exhibition and lectures organised by by LAb[au], Brussels, July 2004. Lecture.

ARUP, London, July 12, 2004. Lecture.

Architectural Association, London, July 12, 2004. Seminar.

University of Cologne, July 15, 2004. Workshop.

University of Aachen, Aachen, Germany, July 22, 2004. Workshop and lecture.

“Digital Avant-garde” symposium, Ars Electronica 2004 Festival. September 2, 2004. Lecture.

Electrolobby talks, Ars Electronica 2004 Festival. September 6, 2004. Public conversation.

Digital Retroaction Symposium, UCSB, Santa Barbara, September, 2004. Paper.

SENEF 2004 I (International Festival of Digital Cinema), Seoul, Korea. September, 2004. Lecture.

The Art School, Hong Kong Arts Centre, Hong Kong. September, 2004. Three lectures.

The Art School, Hong Kong Arts Centre, Hong Kong. September 21, 2004. Panel.

Beijing Normal University, Zhuhai Campus, Zhuhai, China. September 27, 2004. Lecture.

South China Normal University, Guangzhou, China. September 29, 2004. Lecture.

Design | Media Art Department Lecture Series, UCLA, Los Angeles. October 11. Lecture.

“Topos Space: The Topicality of Space in Contemporary Art” conference, House of Cultures, Berlin. November 20, 2004. Lecture.

Chelsea Art Museum, New York, January 2005. Lecture and panel.

University of Arizona, Phoenix, February 2005. Lecture.

McGuill University, Montreal, February 2005. Lecture.

Contemporary Art Museum, Montreal, February 2005. Lecture.

SCI-ARC, Los Angeles, March 2005. Class presentation.

“Digital Image” conference, UCSB, March 4-5, 2005. Lecture.

University of Texas, Dallas, April 2005. Public lecture.

University of Texas, Dallas, April 2005. Class presentation.

University of Texas, Dallas, April 2005. Faculty seminar.

Sintesi festival, Naples, Italy, April 2005. Lecture.

Universita Federico II, Naples, Italy, April 2005. Lecture.

Universita Federico II, Capri, Italy, April 2005. Seminar with Italian researchers organised by The Faculty of Sociology at the Universita Federico II.

X-film festival, Sofia City gallery, Sofia, Bulgaria, April 2005. Lecture.

Film Academy, Sofia, April 2005. Lecture.

“The Re-turn of Beauty” conference, The House of World Cultures, Berlin, May 2005. Lecture.

University of Turin, Turin, May, 2005. Lecture.

IULM University, Milan, May, 2005. Lecture.

Universitario di Architettura di Venezia, Venice, May 2005. Lecture.

Mediateca Santa Teresa, Milan, May 2005. Lecture.

The 2nd Beijing International New Media Arts Exhibition and Symposium, Millennium Art Museum, Beijing, China, June 2005. Lecture.

Künstlerhaus, Vienna, September, 2005. Panel.

Science Museum, London, September, 2005. Panel.

Urban Screens” conference, Stedelijk Museum CS, Amsterdam, September 2005. Keynote lecture.

“Conversations with Katherine Hayles, Lev Manovich, Bernhard Siegert,” Art History Department, Yale University, New Haven, October 1, 2005. Seminar and Panel.

Columbia University Institute for Scholars, Paris, France, October 6, 2005. Lecture.

De Appel curatorial program, Rotterdam, October 14, 2005. Class presentation.

University of Groningen, Groningen , October 19, 2005. Lecture.

Media Space festival, Stuttgart, October 20, 2005. Keynote lecture.

Interactivity 2005 festival, Hague, October 23, 2005. Lecture.

Stifo@Sandberg conference, Amsterdam, October 28, 2005. Lecture.

V2 , Rotterdam, November 3, 2005. Lecture.

The Piet Zwart Institute, The Willem de Kooning Academy, Rotterdam, November 15, 2005. Lecture.

“The Avant-Garde and Technology” conference, Stockholm, November 25, 2005. Keynote lecture.

Film and Media Studies Department, PhD seminar, University of Amsterdam, November 29, 2005. Lecture.

University of Copengahen, Copengahen, November 30, 2005. Seminar and lecture.

Workshop on transmediality, The Utrecht Graduate School of Visual Art and Design, December 2, 2005. Lecture and panel.

“Switch Over: Digital Screens” conference, Rome, December 6, 2005. Lecture.

Impact Festival 2005, Utrecht, December 9, 2005. Panel.

Art Academy, Prague, December 15, 2005. Lecture.

The HGKZ (University of Applied Sciences and Arts, School of Art and Design Zurich), Zurich, December 19, 2005. Lecture.

Volthalle, Basel, December 21, 2005. Lecture and Soft Cinema performance.

“The Architecture of Display” panel. Santa Monica Museum of Art, Santa Monica. February 15, 2006. Panel.

“New Media, Technology, and the Humanities” conference, University of California – Irvine, Irvine, California. February 17, 2006. Lecture.

“Software Studies” symposium, The Piet Zwart Institute. Rotterdam. February 25-26, 2006. Lecture.

“After the Digital Divide? German Aesthetic Theory in the Age of New Media” conference, Washington University, St. Louis. April 1, 2006. Lecture.

Pratt Institute Manhattan Gallery, New York, April 7, 2006. Lecture.

University of Illinois at Urbana-Champaign, Urbana-Champaign. April 20, 2006. Lecture and seminar.

"Critical Themes in Media Studies" conference, New School for Social Research, New York, April 22, 2006. Keynote address.

Espacio Fundación Telefónica, Buenos Aires. May 2-3, 2006. 2 day workshop.

Espacio Fundación Telefónica, Buenos Aires. May 4, 2006. Presentation of Spanish translation of The Language of New Media.

Centro Cultural de Belém, Lisbon, May 25, 2006. Lecture.

Centro Cultural de Belém, Lisbon. May 26-27, 2006. 2 day seminar.

Lusófona University, Lisbon. May 29, 2006. Lecture.

“Hyper-design” symposium, 2006 Shanghai Biennale, Shanghai, China, September 6, 2006. Lecture.

Symposium at The 4th Seoul International Media Art Biennale (Media_City Seoul 2006), Seoul. October 18, 2006. Lecture.

Department of Film, Television & Digital Media, UCLA, January 24-25, 2007. Lecture and PhD Seminar.

“The E-image Era,” inaugural conference for the opening of LABoral, a new exhibition center devoted to the intersection between art, science, technology, and creative industries, Gijon, Spain, March 30, 2007. Lecture.

School of Photography, Göteborg University, Sweden. April 3, 2007 MA seminar.

School of Photography, Göteborg University, April 4, 2007 PhD seminar.

School of Photography, Göteborg University, Sweden, April 5, 2007 Lecture.

Nasher Museum of Art, Durham, North Carolina, USA, April 18, 2007 Lecture.

“Theorising Interface,” a panel at the 1st HASTAC Conference, Duke University, April 20, 2007. Discussion Leader.

“At the Interface of Everything, a panel at the 1st HASTAC Conference, Duke University, April 21, 2007. Panel Participant.

“Locative Media” conference, Siegen, Germany, September 3-5, 2007. Keynote lecture.

“Softspace” symposium, Tate modern, London, September 8, 2007. Lecture.

Symposium on net art with Ted Nelson, Arts Electronica 2007, Linz, Austria, September 10, 2007. Lecture.

Norway Art Academy, Oslo. September 12-14, 2007. 3-day workshop.

Urban Interface conference, Oslo, September 15, 2007. Keynote lecture.

Symposium on new media and cultural heritage, iCinema Centre, College of Fine Arts, University of New South Wales, Sydney, September 21, 2007. Lecture.

X|Media|Lab conference, School of Art, Design, and Media (ADM), Nanyang Technology University (NTU), Singapore, September 28, 2007. Lecture.

X|Media|Lab master class, School of Art, Design, and Media (ADM), Nanyang Technology University (NTU). September 29-30, 2007. Master class mentor.

Interactive Digital Media Institute (IDM), National University of Singapore (NUS), Singapore. October 1, 2007. Lecture.

'Video Vortex: Responses to YouTube' conference, ARGOS, Brussels, October 5, , 2007 Opening lecture.

Department of Informatics / New Media, Tallinn University, Tallinn, Estonia, October 8, 2007. Lecture.

Center for Cultural Studies, Goldsmith College, London, October 15-16, 2007. Lecture, MA/PhD seminar, tutorials with PhD students.

Royal College of Arts (RCA), London, October 16, 2007. Lecture.

Camberwell College of Art, London, October 17, 2007. MA/PhD seminar.

“Reduce to the Max” conference, University of Siegen, Siegen, Germany, October 18, 2007. Keynote lecture.

Media Studies, University of Siegen, Siegen, Germany, October 22-24, 2007. 3 day seminar for MA students.

“Animating Cinema” symposium organised by San Diego Museum of Art San Diego, California Institute for Information and Telecommunication (Calit2), November 3, 2007. Lecture.

Royal Danish Academy of Fine Arts, Copenhagen, November 5, 2007. Lecture.

“Aesthetics of Pervasiveness” symposium organised by Copenhagen University and the international network “Media-Art and Digital Culture in the Age of Pervasive Computing,” Danish Architecture Center, Copenhagen, November 7, 2007. Keynote lecture.

“Remixing Cinema: Future And Past Of Moving Images”, organised by the Department for Image Science, Donau-Universitaet Krems, MUMOK, MuseumsQuartier, Vienna, November 8, 2007. Lecture and debate.

The Department for Image Science, Donau-Universitaet Krems, Krems, Austria, November 9-10, 2007. 2 day seminar.

MACBA (Museu d'Art Contemporani de Barcelona), Barcelona, November 12, 2007. Lecture.

School of Photography, Göteborg University, Göteborg, Sweden, November 14-16, 2007. 3 lectures.

School of Photography, Göteborg University, November 14 and November 16, 2007. 2 seminars with the students in “Info-aesthetics” class.

Digital Media seminar series, iCinema Centre, College of Fine Arts, University of New South Wales, Sydney, November 21, 2007. Lecture.

“Screenscapes: Past Present Future conference”, University of Sydney, Sydney. November 29, 2007. Keynote lecture.

Computer Art Congress 2, University Tecnológico de Monterrey, Mexico City, March 26, 2008. Keynote lecture.

Computer Art Congress 2, University Tecnológico de Monterrey, Mexico City, March 27, 2008. Panel participant.

ICTs in the Contemporary World seminar, London School of Economics, April 22, 2008. Lecture.

Royal College of Art (RCA), London, April 22, 2008. Lecture.

Goldsmiths College, Center for Cultural Studies, London, April 23, 2008. Seminar.

Goldsmiths College, Media Research Programme, London, April 24, 2008. Lecture.

London School of Economics, Social Study of ICT Workshop (SSIT8), April 25, 2008. Lecture.

Department of Design | Media Arts, UCLA, May 1, 2008. Lecture.

“Software Studies” international workshop, University of California, San Diego, May 21, 2008. Presentation.

“Software Studies” panel, HASTAC II conference, University of California–Irvine, May 23, 2008. Lecture (with Jeremy Douglass) using Hiperwall.

“Software Studies” panel, HASTAC II conference, University of California – Irvine, May 23, 2008. Panel organizer, moderator, and speaker.

Software Cultures” lecture series, University of California–Irvine, June 4, 2008. Lecture.

Launch of e-learning project” Internet v Internat,” St. Petersburg, Russia, June 7, 2008. Presentation.

Museum of Fine Arts, Valencia, Spain, June 25, 2008. Lecture.

“Live Cinema” workshop, Bilbao, Spain, June 26, 2008. Lecture + seminar.

The Fourth International Conference on Multimodality (4-ICOM), Singapore, July 30, 2008. Keynote lecture.

ISEA (the International Symposium on Electronic Arts), 2008, Singapore, August 1, 2008. Lecture.

FILE (Electronic Language International Festival), Sao Paulo, Brazil, August 7, 2008. Lecture via Skype from San Diego.

Ciantec (Annual conference on art and technology), Sao Paulo, Brazil, September 16, 2008. Lecture via Skype from San Diego.

“The New Work of Composing” conference, University of Louisville, Louisville, October 16-18, 2008. Keynote lecture.

The Institute of Creative Technologies, De Montfort University, UK, November 20, 2008. Lecture.

“Force of Metadata” international conference, Goldsmiths College, University of London, November 29, 2008. Lecture.

Mellon Seminar in Digital Humanities, University of California, Los Angeles, December 2, 2008. Lecture.

“Database Aesthetics: Artists sorting through Bits & Flesh,” a panel at College Art Association (CAA) annual convention, Los Angeles, January 25, 2009. Panel respondent.

“Proof,” a panel at College Art Association annual convention, Los Angeles, January 27, 2009. Panel presentation.

HASTAC 2009 conference, University of California, Irvine, April 19-21, 2009. Panel and demo.

Fotographica Bogota international conference, Bogota, Columbia, May 3-8, 2009. Lecture.

Management in the Digital Domain, Stockholm, Sweden, May 13-15, 2009. Keynote lecture.

Archive 2020, Amsterdam, May 17-18, 2009. 2 lectures.

Architecture of Knowledge, Netherlands architecture Institute, Rotterdam, the Netherlands, May 20, 2009. Lecture.

Video Vortex 4, Split. May 21-23, 2009. Keynote lecture.

European Graduate School, Saas-Fee, Switzerland, June 10. Lecture.

Digital Humanities 2009 Annual Conference, University of Maryland, June 21-25. Keynote lecture.

Sao Paolo hiperwall, Sao Paolo, July 30, 2009. Workshop.

Nowcasting Symposium, University of California, Los Angeles, October 16, 2009. Lecture.

International Festival for Arts and Media, Yokohama, Japan, November, 2009. Lecture.

Center of Image Science, Donau-Universitaet Krems, Austria, November 10-11, 2009. Two-day class.

The Society of the Query, Amsterdam, November, 13-14, 2009. Lecture.

Digital Arts and Culture Annual Conference, University of California, Irvine, December 12-15, 2009. E-literature evening presentation.

Cultural Analytics seminar @Calit2: Software Studies, Calit2 +UCSD and University of Bergen, December, San Diego, December, 16-17, 2009. Seminar.

Digital Formalism Conference, Vienna, Austria, January, 13-16, 2010. Lecture.

TEDx Istanbul, Istanbul, January 18, 2010. Lecture.

Future of Digital Studies conference, University of Florida, February 27, 2010. Skype lecture.

Digital Media and Learning Conference 2010, San Diego, February 18-20, 2010. Panel participant.

Centre for Media and Culture Research, South Bank University, London, March, 8, 2010. Lecture.

“The Computational Turn”, Swansea University, UK, March, 9, 2010. Keynote lecture.

Arts and Social Sciences, National University of Singapore, March, 25, 2010. Lecture.

Lecture series "Meet The Media Guru", Milan, Italy, April, 16, 2010. Lecture.

Catholic University, Milan, Italy, April, 19, 2010. Seminar.

Game Studies Program at Potsdam University, Potsdam, Germany, April 22, 2010. Lecture.

“The Borders of Film” Conference, Berlin, April 24, 2010. Lecture.

HESP Challenge Seminar "Visual Studies of Immedia", Vilnius, Lithuania, April 26-27, 2010. Seminar.

Contemporary Art Center, Vilnius, Lithuania, April 28, 2010. Lecture.

SOS 4.8 Festival, Murcia, Spain, April 29, 2010. Lecture.

Metabolic Studio, Los Angeles, May 14, 2010. Lecture.

Humanities+digital Visual Interpretations Conference 2010, MIT, May 20-22. Keynote lecture.

European Graduate School, Saas-Fee, Switzerland. June 10, 2010. Lecture.

Graphic Design Museum, Breda, the Netherlands, June 13, 2010. Lecture.

Department of New Media, Utrrecht University, June 14, 2010. Lecture.

“Virtual Amsterdam,” The Royal Netherlands Academy of Arts and Science, Amsterdam, June 15, 2010. Lecture.

The Department of Arts and Sound of the Catholic University Porto, Portugal, June 17, 2010. Lecture.

Faculty of Engineering of the University of Porto, Porto, Portugal, June 17, 2010. Lecture.

University of Coimbra, Coimbra, Portugal, June 18, 2010. Lecture.

NEH Summer Seminar on Network Analysis for Humanities, UCLA, August 26, 2010. Lecture.

INDAF festival, Seoul, Korea, September 2, 2010. Keynote lecture.

Nabi Art Center, Seoul, Korea, September 10, 2010. Lecture.

Hongik University, Seoul, Korea, September 17, 2010. Lecture.

IUAV University, Venice, Italy, October 5, 2010. Lecture.

Italian Semiotics Society 2011 conference, Rome, Italy, October 9, 2010. Keynote lecture.

Ukrainian Academy of Sciences, lectures organized by Cultural Project, October 13-14, , 2010. Kiev. Two lectures.

Center for Contemporary Art, Kiev, October 15, 2010. Panel.

Columbia College Artist’s Lecture series, October 20, Chicago. Lecture.

Opening panel for Mapping Time exhibiton, Calit2, La Jolla, October 22, 2010. Panel.

Grand Challenges in Data-Intensive Discovery conference, San Diego Supercomputer Center, October 26-28, 2010. Lecture.

Lecture for Mapping Time exhibiton, Calit2, La Jolla, December 3, 2010. Lecture.

Calit2 10-year anniversary, Calit2, La Jolla, December 10, 2010. Short lecture.

Hongik University, Seoul, Korea, March 18, 2011. Lecture.

Emory University, Atlanta, March 28, 2011. Lecture.

Georgia Institute of Tecnnology, Atlanta, March 29, 2011. Lecture.

European Graduate School, Saas-Fee, Switzerland, June 2011. Lecture.

Wolfram Data Summit 2011, Washinton, September 9-11, 2011. Lecture.

“Mobility Shifts: an International Future of Learning Summit, The New School, New York, October 10-16, 2011.

Lecture.

University of Virginia, October 18, 2011. Lecture.

“Networks and Network Analysis for the Humanities” conference, UCLA, October 20-22, 2011. Lecture.

“Invisibility and Unawareness: Ethico-Political Implications of Embeddedness and the Culture of Surveillance,” University of Copenhagen, November 8-11, 2011. Lecture.

Creativity & Collaboration in the Academy initiative, University of Southern California, February 13, 2012. Lecture.

“Visualization as a Method in Art History panel,” College Art Association 2012 conference, February 24, 2012. Panel introduction.

"Data Mining and Visualization for the Humanities" symposium, NYU, New York, March 19, 2012. Lecture.

York University, Toronto, March 22, 2012. Workshop.

OCAD University, Toronto, March 23, 2012. Workshop.

OCAD University President's Speaker Series, Toronto, March 23, 2012. Lecture.

Museums and the Web 2012 conference, San Diego, April 23, 2012. Project presentation.

Screening the Future 2012 conference, Los Angeles, May 21-23, 2012. Lecture.

“We Play Culture,” the national media student conference, Amsterdam, May 25, 2012. Lecture (via Skype).

Designing Geopolitics 2 conference, Calit2, San Diego, June 1-2, 2012. Moderator, “Data Sovereignty” panel.

Paris Institute of Political Science (SciPo), June 12, 2012. Workshop at Bruno Latour’s media lab and public lecture.

"The intrigue of Time" International Symposium, IRCAM, Paris, June 13-15, 2012. Lecture at Centre Pompidou.

European Graduate School, Saas-Fee, Switzerland, June 21, 2012. Lecture.

NanoMacroMega symposium, University of California, San Diego, September 13, 2012. Panel presentation.

Congress on Cultural Motion in the Arab Region, Orient-Institut Beirut, Lebanon, Beirut, October 5, 2012. Lecture.

Qualcomm Data Summit, San Diego, November 2, 2012 Lecture.

Digital Art History symposium, Institute of Fine Arts, New York, December 1, 2012. Keynote lecture.

ThatCamp CAA (College Art Association 2012 conference), February 11-12, 2013. Lecture.

“OS XXI: Art’s Digital Future,” The Graduate Center, CUNY, February 13, 2013. Panel participant.

"Future Knowledge" lecture series, University of South Carolina, March 1, 2013. Lecture.

Theorizing the Web 2013 conference, New York, March 2, 2013. Panel presentation.

Graduate Communications Design department, Pratt Institute, New York, March 6, 2013. Lecture.

Posthuman Ethics panel, CUNY Global Media: Ethics of Representation conference, Brooklyn College, March 15, 2013. Panel presentation.

“Pixelated Politics: Still and Moving Images in the Digital Age,” The Graduate Center, CUNY, April 9, 2013. Panel participant.

Communications Ph.D. program colloquium, School of Journalism, Columbia University, April 10, 2013. Lecture.

“The End of Cinema and the Future of Cinema Studies” conference, University of Pennsylvania, April 11-12, 2013. Lecture.

Virginia Commonwealth University, Richmond, Virginia, April 26, 2013. Lecture.

European Graduate School, Saas-Fee, Switzerland, June 17, 2013. Lecture.

“New media visibility (data, collections, archives),” 2nd national conference, Santiago, Chile, August 19, 2013. Keynote lecture.

The Department of Design, the University of Chile Santiago, Chile, August 20, 2013. Conversation with students and faculty.

“Books are in the air,” Strelka Institute, Moscow, August 6, 2013. Lecture (via Skype).

Park Avenue Armory at the photography fair called AIPAD Photography Fair, Park Avenue Armory, New York, 4/18/2013. Panel.

Bard College, New York, 9/26/2013. Lecture.

The 5th International Conference on the Histories of Media Art, Science and Technology, Riga, Latvia, 10/8–11/2013. Keynote lecture.

Knowledge Orders and Science” workshop organized by COST (European Cooperation in Science and Technology), Hague, 10/23/2013. Lecture.

“Classification & Visualization: interfaces to knowledge:” conference, Hague, 10/24-25/2013. Lecture.

Leaders in Software and Art (LISA) conference, New York City, 11/1/2014. Participant in a panel.

“Digital Archives, Audiovisual Media and Cultural Memory” conference, Copenhagen, 11/14-15/2013. Keynote lecture.

“(Digital) Humanities Revisited –Challenges And Opportunities In The Digital Age” conference, Hannover, 12/5-7/2013. Lecture.

Visualized 2014 Conference, New York City, 2/16/2014. Lecture.

f(Glitch) (The Function of Glitch) Conference, Stony Brook University, Stony Brook, New York, 3/4/2014. Lecture.

Graduate Program in Graphic Design, Rhode Island School of Design (RISD), 3/7-3-9/2014. Workshops with graduate students.

The RISD Museum, Providence, Rhode Island, 3/6/2014. Lecture.

Software Studies Retrospective, NYU, New York, 4/25/2014. Lecture and panel.

CCCB (Centre de Cultura Contemporània de Barcelona), Barcelona, 6/5/2014. Conversation with curators of Big Bang Data Exhibition.

Loop Video art fair and conference, Barcelona, 6/6/2014. Lecture.

Cultural Analytics and Information Aesthetics workshop, Institute for Advanced Study on Media Cultures of Computer Simulation, Leuphana University Lüneburg, 6/14-16/2014. Lecture.

Cinegrid International Meeting, Sao Paolo, 8/29/2014. Lecture.

Code and the City Workshop, The Programmable City Project, National University of Ireland Maynooth, 9/3/2014. Lecture.

XLVII AICA (International Association of Art Critics) Congress, Seoul, Korea, 10/11/2014. Keynote lecture.

Southern California Art History 2015 conference, Santa Monica, 10/18/2014. Keynote lecture.

On Mediated Experience: Transforming Performance panel, Tate Modern, London, 10/27/2014. Participant in a panel.

Urban Humanities conference, University of California–Los Angeles, Los Angeles, 11/15/2014. Lecture (via Skype).

Digital Art History CAA Pre-conference, New York, 2/11/ 2015. Keynote lecture.

College Art Association 2015 conference, New York, 2/12-2/16, 2015. Panel participant.

MIT Communication Forum, The MIT, Cambridge, Mass., 4/4/2015. Lecture.

Boston University, 4/9/2015. Lecture.

“History of Data / Data in History” workshop, Columbia University, New York City, 4/17-18/2015. Lecture.

LISA (Leaders in Software and Art) Salon, New York City, 4/21/2015.

Information Design and Visualization Program, Northeastern University, 4/27/2015. Lecture.

Harvard Graduate School of Design, Cambridge, Mass., 4/28/2015. Lecture.

Filmatic 2015 Festival, University of California, San Diego, La Jolla, California, 4/30/2015. Participant in a panel (via Skype).

Delaware Center for Contemporary Art, Wilmington, Delaware (U.S.), 5/9/2015. Lecture.

LDV Vision Summit, New York City, 5/20/2015. Keynote lecture.

Museum of Contemporary Art of Vojvodina, Novi Sad, Serbia, 5/25/2015. Lecture

Belgrade Cultural Center, Belgrade, 5/26/2015. Lecture.

Technarte 2015 Festival, Bilbao, 5/29/2015. Lecture.

American Center, Moscow, 6/6/2015. Lecture.

Da-Da Architecture School, Naberezhnye_Chelny (Russia), 6/7/2015. Lecture.

Kazan (Russia), 6/8/2015. Lecture.

School of Urban Studies, Higher School of Economics, Moscow, 6/9/2015. Lecture.

Strelka Institute, Moscow, 6/10/2015. Lecture.

School of Urban Studies, Higher School of Economics, 6/11/2015. Participant in a roundtable.

Philosophy department, Moscow State University, 6/11/2015. Participant in a roundtable.

The European University, St. Petersburg, 6/15/2015. Participant in a roundtable.

Digital Methods Summer School, University of Amsterdam, 6/29/2015. Keynote lecture.

“Big Data in the Context of Culture & Society,” conference, House of Electronic Arts Basel, 7/3/2015. Keynote lecture.

Europeana Creative Culture Jam, Vienna, 7/10/2015. Keynote lecture.

Tallin Architecture Biennale, Talinn, Estonia, 9/9-9/13/2015. Lecture.

University of Potsdam, Postdam, Germany, 9/23/2015. One day master class on computational approaches to visual culture.

NIna Beta Version festival, National Audiovisual Institute, Warsaw, Poland, 9/25/2015. Participant in two panels.

The European Forum for New Ideas, Sopot, Poland, 9/30-10/2/2015. Participant in a panel.

The Renewable Futures conference, Riga, Latvia, 10/8-10/10/2015. Keynote lecture.

International CopyCamp conference, Warsaw, Poland, 11/3-11/4. Keynote lecture.

Urban Data Stories conference, Medialab Katowice, Poland, 11/13-15. Lecture.

SELECTED PROFESSIONAL SERVICE

1) Manuscript reviewer, SUNY Press, 1993

- 2) Jury member, "Third Reality" Festival of Russian Video Art and Computer Animation, St. Petersburg, 1995
- 3) Jury member, First Internet Festival of Russian Art Resources (www.da-da-net.ru), 1997
- 4) Invited discussant, ARTISTIC PRACTICE IN THE NETWORK, an online forum presented by Eyebeam Atelier and the X Art Foundation (<http://www.eyebeam.org>), 1998
- 5) Organizer, COMPUTING CULTURE: DEFINING NEW MEDIA GENRES Symposium, UCSD, May 1998
- 6) Invited discussant, NET.ART TRADE FORUM, an online forum on net.art (<http://www.teo-spiller.org/forum>), 1999
- 7) Invited discussant, RE:PLAY, an online forum on computer games presented by Eyebeam Atelier, 1999
- 8) Invited discussant, REVISINING TELEVISION, an online forum on the future of television presented by Eyebeam Atelier, 2000
- 9) Member of Advisory Board, CRCA (Center for Research in Computers and the Arts), UCSD, 1996 –
- 10) Member of Advisory Board, MEDUSA (Media Usage and the Transformations of Everyday Experience), Academy of Finland, 1999 – 2002
- 11) Member of Advisory Board, GroundZero: The Art and Technology Network, 2000 –
- 12) Manuscript reviewer (multiple times), MIT Press, 2000 -
- 13) Reginal Editor, RHIZOME journal (www.rhizome.com), 1996 – 2006
- 14) Member, Digital Cultures Project, University of California, 2001 –
- 15) Member, The Host Committee for New Fangle, GenArtSF, an annual exhibition of technology-based work by Bay Area Artists, 2001.
- 16) Contributing Editor, Artbyte journal, 2001
- 17) Participant, a planning workshop to establish a fellowship in new media, Social Science Research Council, 2001
- 18) Member, advisory board, NMEDIAC: The Journal of New Media & Culture, 2001 –
- 19) Member, advisory board, The Bit Screen and Streaming Cinema, 2001 -
- 20) Member, advisory board, New York Digital Salon, 2001 –
- 21) Member, an editorial advisory board for a series in culture and technology 'Digital Futures' at University of Toronto Press, 2002 –
- 22) Book proposal reviewer, Routledge, 2002
- 23) Member of an editorial board, OPEN (a journal for new media art and criticism), 2002 –

- 24) Rockefeller Foundation Report reviewer, 2002
- 25) Nominator (two times), Rockefeller New Media Art Fellowship, Rockefeller Foundation, 2001, 2002
- 26) Nominator and referee, MacArthur Fellowship, MacArthur Foundation, 2002
- 27) Member, The Host Committee for New Fangle, GenArtSF, an annual exhibition of technology-based work by Bay Area Artists, 2002
- 28) Advisor and invited discussant, (Re)structured Screen, an online forum on digital moving image presented by Eyebeam Atelier, 2002
- 29) Member of an advisory board, ARTNODES (online resource for art and media culture), Universitat Oberta de Catalunya, 2001 –
- 30) Jury member, Second International Bauhaus Award for Architecture and Media, Bauhaus Foundation, 2002
- 31) Consultant to the School of the Arts, Columbia University, New York City, 2002
- 32) Jury member, AIM IV (Art in Motion, international festival of moving image art), USC, 2003
- 33) Member of an editorial board, sim/iotic. For a theory of video games, (Milan) 2003 –
- 34) Member of an editorial board, Post-Identity (Detroit), 2003 –
- 35) Program advisor, Media Architecture conference, Riga, 2003
- 36) Member of an editorial board, FibreCulture journal (Sydney, Australia) (www.fibreCulture.org), 2004-
- 37) Member of an advisory board, split connect, Split, 2003-2004
- 38) Member of an editorial board, The Journal of Gaming Studies, 2004 –
- 39) Founding member, Post East-West: Consortium For The Interdisciplinary Study Of Culture In East-Central Europe, UCSB, 2004-
- 40) Member of Publications Advisory Council, Eyebeam (New York) (www.eyebeam.org), 2004 –
- 41) Member of the final review committee, David Erdman's architecture studio, Department of Architecture, UCLA, December 15, 2004
- 42) Member of Final Review jury, School of Architecture, University of California, Los Angeles, March 17, 2004
- 43) Member of the Final Review committee, Hernan Diaz Alonso's architecture studio, SCI-ARC, December 13, 2004
- 44) Member of Final Review jury, SCI-ARC, Los Angeles, April 22, 2004
- 45) Member of International Scientific Committee, Mediaversi, a book series published by CLUEB (a university book publisher based in Bologna, Italy), 2005-

- 46) Manuscript Reviewer, University of Minnesota Press, 2005
- 47) Member of Editorial Board, Animation: an Interdisciplinary Journal (Sage Publications), 2005 –
- 48) Member of Advisory Board, Games and Culture journal (London: SAGE), 2005 –
- 49) Member of the International Advisory Board of the new School of Art & Technology. Netanya Academic College, Israel, 2005 -
- 50) Member of the international academic network "Media-Art and Digital Culture in the Age of Pervasive Computing," 2006 –
- 51) Member of Advisory Board, Artifact, a journal on the impact of computerization on design (London: Routledge), 2005 –
- 52) Invited participant in Cinegrid workshop, CALIT2, December 14-15, 2006
- 53) Member of the external department review committee, Design/Media Arts Department, UCLA, 2007
- 54) Member of thesis review committee, SCI-ARC (Southern California School of Architecture), January 14-15, 2006
- 55) Member of Editorial Review Board of Lumina (Brazil: Federal University Juiz de Fora, 2007) (www.mestradofacom.ufjf.br/lumina)
- 56) Member of Editorial Review Board of Transactions section in Leonardo, 2007 –
- 57) Member of Advisory Board, e-media, 2007 –
- 58) Member of Emeriti Scientific board of FILE symposium, 2007 –
- 59) Member of Advisory Board, the Berkeley Center for New Media, 2008 –
- 60) Member of Editorial Board, Digital Studies / Le champ numérique (e-journal for digital humanities) (www.sdh-semi.org), 2008 –
- 61) Graduate Final Critiques participant, UCLA Design | Media Arts Department, 2008
- 62) Member of Advisory Board, Masters of Media journal (Amsterdam), 2010 –
- 63) Member of Editorial Board, Computational Culture, a Journal of Software Studies, (London), 2011 –
- 64) Member of Advisory Board, Places & Spaces information visualization travelling exhibitions, 2011 –
- 65) Advisor, Main Korean National Art Museum (NMAM), Seoul, 2011 –
- 66) Session co-organizer, College Art Association annual conference (Los Angeles), 2012
- 67) Member of the Final Review committee, Kazys Varnelis's architecture studio, Columbia University Graduate School of Architecture, April 30th, 2013

68) Advisory Board Member, *Big Data and Society* journal, 2013 -