

Jennifer Hall • Artist Philosopher
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EDUCATION

- 2015: Doctorate of Art and Philosophy (PhD)
 Dissertation Title: INTERACTIVE ART AND THE ACTION OF
 BEHAVIORAL AESTHETICS IN EMBODIED PHILOSOPHY
 Advisor: Paul Armstrong
 Institute for Doctoral Studies in the Visual Arts
 Portsmouth, Maine
- 1982-1985: Masters of Science in Visual Studies (MS.V.S.)
 Thesis Title: DIGITAL MARRIONETTE PROJECT
 Center for Advanced Visual Studies. M.I.T.
 Cambridge, Massachusetts
- 1976-1980: Bachelors of Fine Arts (B.F.A.) Sculpture
 Kansas City Art Institute
 Kansas City, Missouri

TEACHING

- 2001-present Professor and Graduate Programs Coordinator, Department of Art Education
 Massachusetts College of Art and Design
 Boston, Massachusetts
- 1986-2000: Do While Studio, Graduate Courses (through MassArt, Tufts, Wellesley,
 Boston University)
 Research in New Art and Design Forms
 Boston, Massachusetts
- 1987-2000 Assistant - Associate Professor, Department of Design
 Massachusetts College of Art and Design
 Boston, Massachusetts
- 1996-2002: Graduate Mentoring, University of Vermont
 Bennington, Vermont
- 1994- 2003 Visiting Professor, Digital Arts
 Instituto de Arte Frederico Brant
 Caracas, Venezuela
- 1994, 1995: Visiting Lecturer, Graduate School: New Media
 University of New South Wales
 Sydney, Australia
- 1989-1990: Faculty, Design Department, Evening Division
 School of the Museum of Fine Arts
 Boston, Massachusetts
- 1984-1988: Visible Language Workshop
 Creative Seeing: A technologically oriented visual program, M.I.T.
 Cambridge, Massachusetts

EDUCATIONAL CONSULTING AND CURATORIAL PROJECTS

- 2003-2013: Education Coordinator
Multimedia Modules for Media Literacy – K12 and College Levels, Aspect Magazine DVD
Boston, Massachusetts
- 1999-2001: Consultant, Education Developer
On-line Modules for Adult Learners, Spinnaker Software Developers
Boston, Massachusetts
- 1999: Coordinator, Education Program
First Boston Cyberarts Festival
Boston, Massachusetts
- 1998: Consultant and Project Partner
Developing K-12 media arts modules
BBN, Educational Division
Cambridge, Massachusetts
- 1996-1998: Project Developer
Extended Classroom Learning Modules for music in public schools
Music Performance Trust Fund
New York, New York
- 1995: Curator, From the Storm, Phase 2
International Neurology Conference, Museum of Contemporary Art
Sydney, Australia
- 1994: Computer Art Lab Developer
Instituto de Arte Frederico Brant
Caracas, Venezuela
- 1994: Curator, From the Storm
American Neurology Conference
New Orleans, Louisiana
- 1994: Curator, From the Storm
Canadian Academy of Neurology Annual Congress, St Johns Island
Newfoundland, Canada
- 1994: Curator, From the Storm
Meeting of the American Academy of Neurology
Washington, DC
- 1990-1991: Research Coordinator
10th Year Anniversary Event, New England Computer Arts Associations
Needham, Massachusetts
- 1988-1990: Computer Imaging Consultant
Reebok Inc.
Gloucester, Massachusetts

- 1986-1987: Art Community Liaison
Commodore International Inc.
Cambridge, Massachusetts
- 1987: Event Coordinator
Electronic Surrealist Ball, Computer Museum
Boston, Massachusetts
- 1985-1986: Research Affiliate, computer animation interface systems
Graphical Marionette Project, Media Lab, M.I.T.
Cambridge, Massachusetts
- 1984-1985: Research Assistant, optical body tracking interface devices
Graphical Marionette Project, Architecture Machine Group, M.I.T.
Cambridge, Massachusetts
- 1984: Conference Case Study Organizer
National Alliance of Media Arts Centers, (NAMAC), APPALSHOP
Whitesburg, Kentucky
- 1977-1981: Production Specialist, remote site broadcast television
West Glen Communications and SSC&B Advertising
New York, New York

EXHIBITIONS AND INSTALLATIONS

- Present: Flying Fish Project, Robotic underwater robotic installation
(bait balls and the predators that love them)
East Cape, Baja Mexico and Barnstable, Massachusetts
- 2015: Brain Sculptures
Rutgers University, New Brunswick, NJ
- 2010: Epileptiforms: Many Media
Slow Wave: Seeing Sleep Show
EMPAC Rensselaer, Troy, New York
- 2009: Pulmonary Sculptures
Axiom Gallery
Boston, Massachusetts
- 2008: The Politics of Resolution
Interactive web mapping
Shian Kan Preserve, Mexico
- 2007: Acupuncture for Temporal Fruit and Getaway, It's Alive!, Group Exhibition
Montserrat College of Art
Beverly, Massachusetts
- 2006: Tipping Point: Health Narratives from the South End, Collaborative Installation
Thorne-Sagendorph Gallery, Keene State College
Keene, New Hampshire
- 2006: Tipping Point: Health Narratives from the South End, Collaborative Installation
Boston Center for the Arts, Mills Gallery
Boston, Massachusetts

- 2005: Epileptiforms: Brainwaves in Sterling Silver, Diagnostic Arts, Group Exhibition
Danforth Museum of Art
Framingham, Massachusetts
- 2005: Epileptiforms: Brainwaves in Sterling Silver, Diagnostic Arts, Group Exhibition
Massachusetts School of Pharmacy and Allied Health Sciences
Boston, Massachusetts
- 2004: Self Evidence: Identity in Contemporary Art, Group Exhibition
Decordova Museum and Sculpture Park
Lincoln, Massachusetts
- 2002: Laboratory for Ephemeral Investigations, Interactive Video and Robotic
Installation
Lamont Gallery, Phillips Exeter Academy
Exeter, New Hampshire
- 2001: Instrument for a Mediated Terrain, Interactive Robotic Installation
Thorne-Sagendorph Gallery, Keene State College
Keene, New Hampshire
- 2001: Technics Group Show
Thorne-Sagendorph Gallery, Keene State College
Keene, New Hampshire
- 2000: Virtual Body/Physical Body, Installation/Studio Laboratory
Arnheim Gallery, Massachusetts College of Art
Boston, Massachusetts
- 1999: Acupuncture for Temporal Fruit, Interactive Robotic Installation
Decordova Museum and Sculpture Park
Lincoln, Massachusetts
- 1995: DO WHILE CITY Interactive Multimedia Showcase
Sites throughout North America, South America and Australia
- 1993: Light Box Graphics, Bits and Pieces: The President's Choice
38th South Shore Art Center Festival
Cohasset, Massachusetts
- 1993: The Computer is Not Sorry, Computer Assisted Installations
The Space Gallery
Boston, Massachusetts
- 1992: Afterthought: Artists Assess The Future, Virtual Reality Brochure (co-author: Dana Moser)
Diego Rivera Gallery, San Francisco Art Institute
San Francisco, California
- 1991: Light Box Graphics, Computer Graphics Exhibit
Warwick Museum
Warwick, Rhode Island
- 1990: Light Box Graphics, Fort Point Artist Community Exhibit,
Federal Reserve Bank Gallery
Boston, Massachusetts

- 1990: Light Box Graphics, Computer Graphics Exhibit
The Brewery
Cambridge, Massachusetts
- 1989: How Many K?, Computer Generated Sculpture/Installation
Do While Studio Cube
Boston, Massachusetts
- 1989: New Works New Technology: Large Scale Computer Prints
Skylight Gallery
Boston, Massachusetts
- 1989: Bits of Arts, Sculpture Models
Henry Ford Community College
Dearborn, Michigan
- 1988: *There Once was a Fairytale that Imagined a Girl*, Computer Graphics
Kingston Gallery Invitational Show
Boston, Massachusetts
- 1987: Selected Works of Interface
Women's Caucus for the Arts National Conference
Houston, Texas
- 1987: Household Hysteria in the Information Age, TV Shrine Series
M.I.T. Museum
Cambridge, Massachusetts
- 1987: Slow Scan Telecommunications: Atlanta and San Francisco
Head End: Computer Museum
Boston, Massachusetts
- 1986: Don't Cry Over Spilled Media, Sculpture and Animation
The Barn Gallery
Ogunquit, Maine
- 1986: Computer Pulsed Island, Computer Generated Sculpture
Mid-Atlantic Commodore Conference
West Chester, Pennsylvania
- 1981: Pulsating Orifice, Computer Shrine with Animation
Art Institute of Boston
Boston, Massachusetts

PERFORMANCES

- 1994: Out of the Body Shorts
Museum de Bella Artes
Caracas, Venezuela
- 1989-1993: New Work: Annual Prints, Light Box Graphics and Device Control
Do While Studio Cube
Boston, Massachusetts
- 1992: Feu de Helene: Out of the Body Theater for Computer Marionettes

- Do While Studio Cube
Boston, Massachusetts
- 1991: Acupuncture for a Temporal Fruit: Interactive Prefiguring of Sunshine and a Tomato
Do While Studio Cube
Boston, Massachusetts
- 1990: What Are You Saying?, Out of the Body Performance
Do While Studio Cube
Boston, Massachusetts
- 1987: Computer Animation, Screening and Performance
Mid-Atlantic Commodore Conference
West Chester, Pennsylvania
- 1983: Chat Mode with the Architecture Machine Group
Telecommunications Performance
Cambridge, Massachusetts/Osaka, Japan Exchange
- 1980: Computer Animation Screening
National Arts and Media Conference
Whitesburg, Kentucky
- 1979: Transference of Presence Sound Sculpture/Installation
Kansas City Art Institute
Kansas City, Missouri
- 1978: Electronic Transpose with Reverend Dwight Frizell, Sound Sculpture/Performance
Center for the Arts
Topeka, Kansas

LECTURES AND PRESENTATIONS

- 2015 The Dakota Papers – 4 Papers on a Phenonological Approach to Art, Science,
and Imperfection
Northern Sate University
Aberdeen, South Dakota
- 2015 Disrupting Introspection: An Embodied Approach to Interactive Art
Aesthetics and the Embodied Mind Conference
Birkbeck College London, UK
- 2013 Neuroaesthetics and Interactivity in Contemporary Art
Beverly Philosophy Association
Beverly Massachusetts
- 2010 National Arts Education Association
The Artist Researcher, Panel
Baltimore, Maryland
- 2009 Aesthetics of Consciousness
Consciousness Conference
Tempe, Arizona
- 2011 A Post Human Aesthetic
Harvard School of Medicine

Boston, Massachusetts

- 2009 Neurophenology, Paper Presentation
Night Visions 2009 Conference
Lesley University, Cambridge, Massachusetts
- 2008 Bio Art
Harvard School of Medicine
Boston, Massachusetts
- 2007: The Nature of Interdisciplinary Art Project
New England Bio Labs
Ipswich, Massachusetts
- 2007: It's Alive!,
Montserrat College of Art
Beverly, Massachusetts
- 2006: Tipping Point: Health Narratives from the South End, artist talk
Thorne-Sagendorph Gallery, Keene State College
Keene, New Hampshire
- 2006: Tipping Point: Health Narratives from the South End, artist talk
Boston Center for the Arts, Mills Gallery
Boston, Massachusetts
- 2006: Tipping Point: Health Narratives from the South End, panel discussion
Women's Caucus for the Arts, CAA
Boston, Massachusetts
- 2006: Five on Five, panel discussion
Art Interactive, New Media Caucus for the Arts, CAA
Boston, Massachusetts
- 2005: Diagnostic Arts
Montserrat College of Art
Beverly, Massachusetts
- 2004: Science Educators Conference, keynote address
Garden in the Woods
Framingham, Massachusetts
- 2004: Self Evidence: Identity in Contemporary Art
Decordova Museum and Sculpture Park
Lincoln, Massachusetts
- 2003: Consultant
Media Literacy Module for CAST Organization
Maynard, Massachusetts
- 2001, 2002: Issues of Cross Disciplinary Collaboration
Art Science Conference, The Graduate School, NYU
New York, New York
- 2001: Mutual Transformations: Technology in Arts Education

Graduate School of Education, Harvard University
Cambridge, Massachusetts

- 1999 - 2000: Issues of Interface, artist talk
Radcliffe Institute for Advanced Study, Harvard University
Cambridge, Massachusetts
- 1999: Women, Art, Technology and the Greater Boston Community
Goulston and Storrs Attorneys
Boston, Massachusetts
- 1998: The Do While Model, panel discussion
Connecticut College, Art Technology Conference
New London, Connecticut
- 1997: Induced Seizures Using the World Wide Web as Feedback Control
Science, Art and Health Conference
Sydney, Australia
- 1997: Lecture Series: Does Global Interface Solve the Local Issues?
Art, Technology and Culture Conference
Pullman, Washington
- 1997: International Environmental Design Conference
Boston, Massachusetts
- 1997: ACAD Conference
Minneapolis, Minnesota
- 1997: International Sculpture Conference
Providence, Rhode Island
- 1996: New Models for Art Collaboration
CSCW Cooperating Communities Conference
Boston, Massachusetts
- 1996: The Feminist Engineered Interface
Women's Caucus for the Arts Conference
Boston, Massachusetts
- 1995: Form Follows Function: Creativity, Neurotransmitters and the Chemistry of Self
International Neurology Conference
Sydney, Australia
- 1995: Art Technology and Non-profit Structures
Lesley College, Graduate School of Art
Boston, Massachusetts
- 1995: Artificial Life: Disembodied and Architectural
Tufts University
Medford, Massachusetts
- 1994: The History of Art and Technology
Computer Lecture Series, Wellesley College
Wesley, Massachusetts
- 1994: Absorbing Technology by Informed Choice

- Museum de Bella Arts,
Caracas Venezuela
- 1994: Design Pedagogy and Computer Technology
Northeastern University
Boston, Massachusetts
- 1993: Computer Controlled Media Series
School of the Museum of Fine Arts
Boston, Massachusetts
- 1993: Tools and Content, panel discussion
The *first* New England Artist Congress
Providence, Rhode Island
- 1992: Computer Controlled Marionette Project
Third International Symposium on Electronic Art (TISEA)
Sidney, Australia
- 1992: Sculpture and the Bio Apparatus Mystique
Symposium on Sculpture and Computers, International Sculpture Center
Philadelphia, Pennsylvania
- 1991: Handmade Peripherals, 11th Annual Symposium on Small Computers in the
Arts
University of the Arts, Tyler University
Philadelphia, Pennsylvania
- 1991: Flowcharts and Computer Icons as Poetic Language
Center for Advanced Visual Studies, M.I.T.
Cambridge Massachusetts
- 1990: NETDRAMA: An On Line Telecommunications Theater
ARTRANSITIONS, Conference, M.I.T.
Cambridge, Massachusetts
- 1988: Technological Templates: Women and the Moving Image
Women's Caucus for the Arts National Conference
Houston, Texas
- 1987: Body Tracking as a Personal Medium
Women's Caucus for the Arts National Conference
Houston, Texas
- 1987: Modeling For Sculpture
M.I.T. Museum
Cambridge, Massachusetts
- 1987: Computer Generated Sculpture
Mid-Atlantic Commodore Conference
West Chester, Pennsylvania
- 1986: Computer Generated Sculpture
Mid-Atlantic Commodore Conference
West Chester, Pennsylvania

- 1985: Computer Generated Sculpture
N.Y.C.I.G. Commodore Group
New York, New York
- 1981: Body Tracking for Computer Animation
Art Institute of Boston
Boston, Massachusetts

PUBLICATIONS

- 2015: Autopoietic Aesthetic as a Lens for Interactive Art
Chapter in the Book, Aesthetics and the Embodied Mind, Springer Verlag,
Düsseldorf Germany
- 2008: The Tipping Point Health Narratives from the South End
Chapter in the Book, BLAZE, Cambridge Press
Cambridge, Massachusetts
- 2003: The Community of Do While Studio
Chapter in the Book, Women, Art & Technology, M.I.T. Press
Cambridge, Massachusetts
- 1995: Creative Orientations for Interface Design at Do While Studio
Interactions Journal, ACM publication, Oct 95
New York, New York
- 1995: Converting Biological Signals for Levels of Negotiation as a Dynamic Interface Procedure
Geekgirl Magazine, Spyfood Publication, Aug 95
Sydney, Australia
- 1994-1995: Art and Technology Column
Artpoint, Fort Point Artist Community Quarterly Publication
Boston, Massachusetts
- 1993: Feu De Helene: A Computer Controlled Theater Event
Australian Film, Television, and Radio School, Cultural Diversity Publication
Sydney, Australia
- 1991: The Grassroots of Telecommunication Art
Publication on ARGUS Computer Exchange
Burlington, Massachusetts
- 1990: Project NETDRAMA 1990, LEONARDO Journal
Telecommunications Issue SP 91
Berkeley, California
- 1988: Computer Aided Sculpture
NYSIG Monthly Report
New York, New York
- 1987: NETDRAMA: An On-line Telecommunications Scheme

Publication ACEN on the WELL Network
Berkeley, California

1986: Computer-aided Body Tracking Techniques for Animation
Published in report form by NHK Television
Osaka, Japan

ALLIANCES

2015: Active Member
Society for Phenomenology and Existential Philosophy

2015: Active Member
INTERNATIONAL MERLEAU-PONTY CIRCLE

1956- 2015: Active Member
College Art Association

2015: Boston Arts Academy STEAM Lab Advisory Board

2013-Present: Founder and Coordinator
Beverly Philosophy Salon
Beverly, Massachusetts

1987-2014: Founder and Director
Do While Studio
Boston, Massachusetts

2005-2007: Board Member
Studio Soto
Boston, Massachusetts

2003-2005: Organizing Member
Art Technology Boston Collective
Boston, Massachusetts

1999-2008: Boston Neighborhood Committee
Leather District and Chinatown District
Boston, Massachusetts

1998-2004: Board Member and Information Design Consultant
Peer Teen AIDs Group
Boston, Massachusetts

1993-2004: Member, Contributor and Organizer
New England Arts Congress
Boston, Massachusetts

1992-2007: Member and Contributor
Art and Science Collaborations Incorporated
New York, New York

1992-2004: Member and Contributor

- National Association of Artists' Organizations
Washington, D.C.
- 1976-2008: Long Standing Member and Contributor
Leonardo, Art Science and Technology
Oxford, England and Cambridge, Massachusetts
- 1994-2002: Council Member
MIT Advisory Council on Art-Science-Technology
Cambridge, Massachusetts
- 2002: Honorary Juror
Boston Cyberarts Festival, Digital Photography, The Boston Copley Society
Boston, Massachusetts
- 2002: Case Study for National Artist Support
Urban Institute, Washington, D.C
- 2002: Case Study, White paper on multiple intelligences
Project Zero, School of Education, Harvard University
Cambridge, Massachusetts
- 2002: Honorary Juror
Boston Cyber Arts Festival, Animation Festival
Cambridge, Massachusetts
- 1994-2001: Massachusetts College of Art
Advisory Committee for Technology, Advisory Committee on Privacy and the
Internet
Boston, Massachusetts
- 1987-1995: Member
Fort Point Artist Community, Incorporated
Boston, Massachusetts
- 1987-1995: Board of Directors
New England Computer Arts Association
Newton, Massachusetts

HONORS AND COLLECTIONS

- 2005, 2006: Rockefeller New Media Art Fellowship Invitational, Rose Goldsen Archive of
New Media Art
Cornell University and Renew Media Archives
Ithaca, New York
- 2000: Permanent Collection
Decordova Museum and Sculpture Park
Lincoln, Massachusetts
- 2000: The *first* Rappaport Award
Decordova Museum and Sculpture Park
Lincoln, Massachusetts
- 1995: The *first* Anne Jackson Development Award
Massachusetts College of Art, for work as a teacher

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Boston, Massachusetts

- 1994: Woman of the Year
Boston Chapter of the National Epilepsy Society
For contributions to the connection between Temporal Lobe Epilepsy and Creativity
- 1986: The *first* Commodore Computer Equipment Award
For work in the field of Computer Art
- 1985, 1986: The *first* IBM Home Computing Awards
For creative work in interactive computer systems