

Thom K. Gillespie

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Education:

University of California, Berkeley, Ca.
Ph.D. in Information Studies, 1991

University of California, Berkeley, Ca.
Masters in Libraries and Information Studies, 1987

University of Alaska, Fairbanks, AK.
Cross-Cultural Education, 1979

Penn State University, State College, Pa.
B.A. June 1971; Major: History.

Experience:

Fall 10 – 6/30/09 I was the director of the graduate program in Interactive Communications (ICM) at Quinnipiac University:
<http://www.quinnipiac.edu/x458.xml> The ICM is a graduate program dedicated to technology and storytelling. It is a blended program offered both on ground and online.

1993-2008 I was the Director and creator of the Masters in Immersive Mediated Environments (MIME) in the department of Telecommunications at Indiana University. MIME is a program dedicated to interactive storytelling and computer game design which draws on existing talent and classes from a variety of departments and schools at Indiana University: Fine Arts, Telecommunications, Computer Science, Music, Business School, Theater, Journalism, Folk Lore, School of Library and Information Sciences and Instructional Design.
[<http://www.mime.indiana.edu>].

MIME has been ranked as one of the top new media programs in North America. [<http://www.iuinfo.indiana.edu/homepages/3-31-2000/text/shift.htm>]

I've recently presented at National Chengchi University Taipei, Taiwan: Narratives in the Digital Age 2009; Canadian Broadcasting Corp 2009; Western Governors' University 2009; Media

Conversations VI 2009; Connecticut Film Festival 2009; New England Faculty Development Consortium 2009 the Canadian Film Center, summer 2007; Visiting Artist, University of Wisconsin, 3d modeling Spring 2007; Director of the Summer Institute in Integrated media at the University of Vermont, Summer 06; Art, Faith, and Social Justice at Marquette, fall 2005; Digital Bridges at Western Michigan, spring 2005; Brooklyn College, summer 2005; Stanford's Digital Media Academy, 2004, 2005; University of Texas at Austin, 2004, 2005; ACM-HCI in Atlanta (1997), the University of Hawaii, summer 1997, American Association of Multimedia Designers, the International Television Association, Museums and the Web 99, and the newMedia Habit@t at the Canadian Film Center, summer 1997, 98, 99, 00, 01).

My personal obsessions are interactive storytelling, computer game design, 3D modeling & animation and public interest entertainment.

I was the editor of the Ivory Tower column for the Digital Games Research Association (<http://www.digra.org/>) Columns:

- December 2004: Will Master Chief Ever Frag Moby Dick?
By Nathan Garrelts
- November 2004: What Mastery of Which Arts? By Barry Atkins
- October 2004: From Middle-Earth to Arden by Edward Castronova
- September 2004: Playing the Final -- An Experiment in Pedagogy
By Elena Bertozzi

I formerly wrote for Technos magazine:

<http://www.indiana.edu/~slizzard/museum/>
Brazil's Museum of the Person

<http://www.indiana.edu/~slizzard/phrontisterion/>
Psst, wanna do a phrontisterion??

<http://www.indiana.edu/~slizzard/change/>
When customs change, writing changes

<http://www.indiana.edu/~slizzard/vga/>
Violence, Games & Art

<http://www.indiana.edu/~slizzard/lunch/>
My Lunch with Annie Lang: Children, Violence, Imitation, (and a darned good house salad)

<http://www.indiana.edu/~slizzard/lol/>

LOL: Lots of Luck? Laughing out Loud? Or, learning Outside the Lines...

<http://www.indiana.edu/~slizzard/p2p/>
Rip, Mix and Burn ... an Education

<http://www.indiana.edu/~slizzard/brenda.html>
Cmdr. Laurel's Tricky Decision

<http://www.indiana.edu/~slizzard/dmd/baboon/>
If Baboons Ran Schools

I was part of a design team developing a transmedia project around pick up basketball. The web portion can be found at:
<http://www.indiana.edu/~pickup/> The TV show version aired on WTIU in 2004.

I'm currently working on a book titled "MediaJazz: interactive storytelling and computer game design."

I consult for the United Nations Food and Agriculture Organization in Rome and the Museum of the Person in Brazil.

Summer 93/94

I was an information/communications consultant for the UN-FAO Inter-country programme on pest control for rice in Southeast Asia. I worked with the Ministries of Agriculture in Korea, China, Indonesia, Philippines, Vietnam, India, and Bangladesh helping them analyze their field data and connecting their Ministries to the Regional IPM center in Manila via CGnet, an Internet provider.

1992-1993

I worked for the year for the United Nation - Food and Agriculture Organization in Indonesia developing geographic information systems to support the data organization of the Integrated Pest Management Project in Indonesia. I speak Bahasa Indonesian.

1988-1991

I taught computer science in C++ object-oriented programming at Dominican College in San Rafael, Ca.

I taught an introductory course in Computer Information Studies at the University of California, Berkeley that involves using spreadsheets, word processing, desktop publishing, and programming in QuickBasic,

I wrote a monthly column on current trends in micro computing for The American Library Journal. The column consists of media reviews of interest to librarians and other information providers. I've also written articles for the Library Journal and Publishers Weekly about Desktop Publishing, Innovative Library programs, and CD-ROM publishing. (See publications)

I was a technical consultant for the Food and Agriculture Organization of the United Nation's Integrated Pest Management Program in Java, Indonesia. I'm working to develop a visual information retrieval system for crop information.

I was a programmer analyst working to develop Computer-assisted learning material in Hebrew Studies at the University of California, Berkeley.

I did private consulting in technical documentation and training support.

1986-1989 University of California, Berkeley

I taught an introductory Computer class which involved spreadsheets, databases, programming in Pascal and HyperTalk, and desktop publishing.

1988 University of California, Berkeley

Instructor in Advanced Placement Computer Science through the Gifted and Talented Education Program.

1986 & 1989 University of California, Berkeley

I was a research assistant and developed curriculum for an introductory information studies course for graduate students in the department of Library and Information Studies.

1978-1985 City and Borough of Juneau School District

I was a Community Education Coordinator and responsible for the administration, teaching and program development of Community Education Programs for the Juneau-Douglas. I managed a staff of 10+ employees and a budget of \$100,000 a year.

1984 Southeast Alaska Fine Arts Camp

I was a visiting artist, teaching computer graphics and animation to gifted junior and senior high students.

1984-1985

University of Alaska, Juneau.

I was the director of the Children's Computer Camp in Juneau. I was responsible for administration, programming, curriculum and staff development, and teaching. The camp was taught with the Logo programming language, 2 robots, and a video animation package.

1977-1978

University of Alaska, Center for Cross-Cultural Studies, Fairbanks

I was a field-based researcher doing curriculum research and development in Kivalina, Alaska, a small Inuit village above the Arctic Circle.

1974-1977

New Orleans Public Library

I managed a small neighborhood Library and was responsible for budget, book buying, program development, and supervision of staff.

Publications, invited presentations, workshops and interviews.

LITA 2007 National Forum: Denver

Preconference Workshop: *the-library-knowledge-kills, Live-action-roleplaying* (Thursday, October 4, 2007, 1:00 p.m. - 5:00 p.m. and Friday, October 5, 8:00 a.m. - 12:00 noon)

ALA TechSource Gaming, Learning, and Libraries Symposium, summer 2007 "Why Serious Games Shouldn't Be Taken Seriously"

The Canadian Film Center's MEDIA LAB (Toronto, summer 2007)
Workshop on Interactive Storytelling and Computer Game Design

Library & Information Technology Association Meeting, Fall 2006
Keynote address: Libraries and Public Interest Entertainment

University of Vermont, summer 2006
Directed the Summer Institute for Integrated media

Art, Faith, and Social Justice conference at Marquette, presented daylong workshop of games for social change, fall 2005

Digital Bridges at Western Michigan, invited presentation on game design, spring 2005

Brooklyn College invited weeklong workshop on Gangs and Games, summer 2005

Stanford's Digital Media Academy, 2004, 2005
Invited Workshop on Computer Game Design

University of Texas at Austin, 2004, 2005
Invited Workshop on Computer Game Design

2005 Best of the Web Competition AEJMC, Judge

IUPUI's VisionFest Judge

Museums and the Web 2004

Workshop: *Identity and Representation: social justice and community building through the Museums of the Person*

Thom Gillespie, Indiana University, USA

Karen Worcman, Museum of the Person, Brazil

Philip B. Stafford, IU Institute on Disability and Community, USA

Pedro Henriques, Universidade do Minho, Portugal

Jean-François LeClerc, Centre d'histoire de Montreal, Canada

Museums and the Web 2004

Workshop on Game Engines and Museums

The Digital Storytelling Festival 2004

Invited presentation: Interactive Storytelling and Computer Games

International Seminar on Memory, Network and Social Change, Sao Paulo 2003

Presentation on Game Design and Oral Histories

Workshop on Computer Game Design

Music Institute of Ewha Woman's University, Korea 2003

Presentation: Sounds, Images and Interactivity

Museums and the Web 2001

Session: Museum of the Person "dot" World

Thom Gillespie, Indiana University, USA

Jose Santos Matos, Museum of the Person, Brazil

Karen Worcman, Museum of the Person, Brazil

Jorge Gustavo Rocha, Universidade do Minho, Portugal

The Canadian Film Center's newMedia Habit@t

(Toronto, summer 2000/99/98/97)

Workshop on Interactive Storytelling and Computer Game Design

New York Times Interview for Art as a Game, and Games as Art
<http://www.nytimes.com/library/tech/99/07/cyber/artsatlarge/22artsatlarge.html>

Toronto Global article: Programming pixel Picassos

http://www.thestar.com/thestar/back_issues/ED19990729/entertainment/990729ENT01b_EN-GAMER29.html

Phrontisterion on interactive storytelling for the new millennium
(Oregon Summer 1999)

International Cultural Heritage Informatics Meeting (Fall 99 in DC)
Tutorial on Interactive Storytelling and Computer Game Design

ABERJE (Summer 99 Sao Paolo, Brazil) Preservacao da Memoria e
Novas Tecnologias [Preservation of memory with new technologies]
Interview: Diversao e bom para os negocios

Museums and the Web 1999 (Spring 99 in New Orleans)
Tutorial on Interactive Storytelling and Computer Game Design

International TV Association (98)
Tutorial on newMedia Design

Florida State (98) Presentation on NewMedia, new Audiences.

Digital Storytelling and Computer Game Design. Association of
Computing Machines (ACM). Atlanta. March 1997.
Invited workshop: interactive storytelling and computer game design

Digital Storytelling, new clothes for an old medium. Association of
Indiana media Educators. March 21, 1997.
Invited workshop: interactive storytelling and computer game design

Evaluating new media, CD-ROMS and Web design, from an
aesthetic, instructional, and emotional point of view. Association of
Indiana media Educators. March 21, 1997.
Invited workshop

Web-ed: learning without leaving. Database Magazine. April 1997.

Just Enough Java to Get You in Trouble. Indiana Cooperative Library
Services Authority. October 21, 1996. (Invited workshop)

Computer Game Design. Hypermedia '96. October 18, 1996.
(Presentation)

Digital Storytelling and Computer Game Design at Indiana University. 2nd Digital Storytelling Festival. Crested Butte, CO. October 3rd - 8th. (<http://www.dstory.com/96speakers.html>) (Invited presentation)

Game Design as a model for Information Science, Strange Ruminations: Version 1.0 December 1995.
www.indiana.edu/~slizzard/articles/gameDesign/game_design2.html.
JALISE, January 1997

Journey of a Digital Muse. TECHNOS, Quarterly for Education & Technology. Winter 1996, Volume 5, Number 4

The Public Web Project: scenario-based, participatory design research, a case study. Internet Service Reference Quarterly. January, 1997 [early version at <http://www.indiana.edu/~slizzard/nii/doorway.html>]

6 other "Computer Media" columns for the Library Journal: July through December 1996.

"Computers Freedom and Privacy," Library Journal June 1, 1996

"Fun 'n Games" Library Journal. May 1 1996.

"Beginner's Luck" Library Journal. April 1 1996.

"VRML & Java" Library Journal. March 1 1996, p. 101.

"Designing Digital Environments" Library Journal. February 1 1996, p. 93.

Designing Information Systems as if Farmers mattered, 1995
(unpublished)

"The Dancing Slizzard Info Lounge" National Online'95 May 4th.

"Prototyping HI [Human Intelligence] Interfaces for Enhancing Information Retrieval." National Online'95 May 4th

"CD-ROM: Resident Freak Show of the 90s" Library Journal. February 1995.

"The Visual OPAC: A Visual Interface for Information Retrieval"
Proceedings of the Ninth Integrated Online Library

Systems Meeting. New York May 11-12, 1994. pp. 103-108.

"Re-understanding media: McLuhan and multimedia" JALISE, fall 1993, Vol. 34, No. 4. pp. 287 - 290.

"Cognitive Mapping and Indonesian Rice Resources: appropriate technology" Journal of Economic and Social Intelligence. Vol. 3, Num. 1 1993. pp. 43 - 52.

"Shock Absorbers", Library Journal, January 1, 1990, p. 142.

"The Ever-Changing World of Word Processing", Library Journal, February 1, 1990, p. 102.

"The Spread on Spread Sheets", Library Journal, March 1, 1990, p. 111.

"Computer-Assisted Instruction", Library Journal, April 1, 1990, p. 132.

"The Lowdown on Databases", Library Journal, May 1, 1990, p. 106.

"Desktop Publishing Round-Up", Publishers Weekly, May 25, 1990, pp.28-30.

"The World of Telecommunications", Library Journal, June 1, 1990, p. 169.

"Desktop Publishing", Library Journal, July 1, 1990, p. 120.

"All about UNIX", Library Journal, September 1, 1990, p. 250.

"Hypermedia", Library Journal, October 1, 1990. p. 108.

"Programming Languages", Library Journal, November 1, 1990, p. 120.

"Computer Security", Library Journal, December 1, 1990, p. 152.

"Computing for Absolute Beginners", Library Journal, January 1, 1991, p. 138.

"High Tech Libraries of Tomorrow -- Today", Library Journal, February 1, 1991, pp. 46-49.

"Video and Computer Games -- Not Just Kids Stuff", Library Journal, February 1, 1991, p. 98.

"Windows", Library Journal, March 1, 1991.

Classes I currently teach:

Art, Entertainment and Information

www.mime.indiana.edu/aei

Interactive Storytelling and Computer Game Design

<http://www.mime.indiana.edu/istory>

Introduction to Computer Modeling and animation

www.mime.indiana.edu/3d

Living in the Information Age

<http://www.mime.indiana.edu/T101>

Current Mime Game projects I direct:

www.kelthas.com

www.bugwarz.com

<http://www.flatredball.com>

www.grade440.com

Exhibitions:

MacWorld Magazine Computer Graphics, Oct. & July 1985.

Anchorage Art and Historical Museum, Computer Graphics, 1985.

Anchorage Art and Historical Museum, Illustration, 1983.

Alaska State Museum, print, 1981.

New Orleans Museum, Conceptual art work, 1978.

Philadelphia Art Museum, Oil, 1975.

Awards:

Indiana University Trustee's Teaching Award, 2002

Excellence in Education 1985 from Juneau-Douglas School District.

Graduate Instructor of the Year 1988 from U.C Berkeley.

References:

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AT&T Broadband - IT Project Manager/Senior Designer
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Information Architect/Usability Engineer
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