

## Agonistics: A Language Game

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Ag`o\*nis"tics\, n. The science of athletic combats, or contests in public games.

*Webster's 1913 Dictionary*

**Abstract:** *The images and actions used as metaphors by Chantal Mouffe and other theorists of "agonistic democracy" can be instantiated "literally" as interactive, graphical objects and dynamics. This "literal" instantiation will then be an online, computer game that can be played by posting messages to a public, online discussion forum.*

### Introduction

Argument is war. In their book *Metaphors We Live By*, George Lakoff and Mark Johnson explain how this is metaphorically true. The language we use to talk about arguments is a language of war. We "attack" our opponents positions and "defend" our own. We "shoot down" opposing arguments. We say that claims are "defensible" or "indefensible." We talk of "winning" and "losing" arguments. In arguing we have "tactics" and "strategies." We are "on target" or "off target" in our criticisms. We "gain ground" or "lose ground." In fact, it is not simply that we talk about arguments like this, this is what we *do*. Lakoff and Johnson ask us to consider a culture in which arguments are not conceptualized as verbal warfare, but as collaborative dances: participants are not opponents but partners and each counter-move is a balanced, graceful response. That would be a very different world.

Of course the latter is not an alien idea. Philosophers have long distinguished the constructive, cooperative art of conversation (*dialectics*) from verbal combat (*rhetoric*). However, the problem has often been that – when the cool reason of conversation comes in contact with the heated emotion of argumentation – rhetoric melts dialectic and we get a shouting match rather than a reasoned debate. What can be done?

There is an argument about arguments and it has at least two sides. On one side, the advice given is of a moral quality: To allow reason to prevail over rage, calm everyone down. Make everyone follow the rules of calm and reasonable conversation and disallow the shouts and unruly outbursts of the arguing parties. The other side is neither moral nor immoral but opportunistic. This side is usually the one politicians listen to when they are running for office or ruling a state. The other side starts with the assumption that any verbal interaction will eventually become a shouting match so the best preparation is voice training and acting lessons, so that – when the transition to shouting is at hand – one can shout loud enough to make one's emotional appeal. The former

is the utopian, Enlightenment ideal of reasoned debate, rational politics, democracy and verbal diplomacy; the latter is our world, the world of image, charisma, negative advertising, power politics, and war.

But, if we want deliberative debate, democracy and diplomacy, how do we get from here to there? Political philosophers have been arguing about arguing for a long time. Even though the most of this territory is occupied by the two sides described above, a third “camp” is emerging. (Hmm. There’s that metaphor again!) The third camp tries to break up the fight between the moral conversationalists and the political rhetoricians by attempting to get everyone off the battlefield and to reconsider the shape and forms of the field of engagement. Lakoff and Johnson do this by making us examine the language we use to describe what we are doing when we argue. Political theorists like Chantal Mouffe provide us with alternatives by pointing out that – even if argument is war – war is just one form (although a deadly form) of contest between adversaries. Mouffe’s alternative to a utopic, moral, deliberative democracy is – what she calls – an *agonistic pluralism* where *agon* is understood as the ancient Greek term denoting “A public celebration of games; a contest for the prize at those games; or, a verbal contest or dispute between two characters in a Greek play” (*OED*).

Political theorists, like Mouffe, interested in the democratic potential of agonistic contests, oftentimes recast deliberative discussion as a *language game* -- in the sense invented by Ludwig Wittgenstein. Moreover, this reimagining of politics leans heavily on Friedrich Nietzsche’s understanding of *agonistics* and ancient Greek philosophy. A close look at the writings of this set of political theorists (which must also include Jean-Francois Lyotard, Michel Foucault, Gilles Deleuze, and Bruno Latour) rewards one with the following insight: just as Lakoff and Johnson show how everyday thinking about arguments draws on a set of metaphorical images and actions, so do these theorists assume a different set of metaphorical images and actions to describe verbal contests – specifically, game like images and actions. Neither are these images and actions the moral frameworks of, for example, Jurgen Habermas and other moralists hoping for perfect conditions for communicative interaction. Nor, are these images and actions the violent ones implied by the commonsense metaphor “argument is war.”

What then are these images and actions? Two sorts of evidence can be gathered from a close reading of these theorists. One sort of evidence is articulated in the form of broad outlines or “sketches” for envisioning such a game. Chantal Mouffe provides an example of such a “sketch” in her article entitled *Deliberative Democracy or Agonistic Pluralism?*: “pluralist politics should be envisaged as a ‘mixed-game,’ i.e., in part collaborative and in part conflictual and not as a wholly co-operative game as most liberal pluralists would have it.” More specific, detailed, “diagrammatic” evidence comes from theorists who provide us with, what Gilles Deleuze calls, “thought images.” One such influential thought image is that coined by Deleuze and Guattari to describe non-hierarchical forms of knowledge and power; i.e., the rhizome. As

demonstrated by online forums, like rhizome.org, such a thought image can influence an extensive information architecture. However, even more substantial than these verbal descriptions are the graphically rendered diagrams that are sometimes ventured by theorists like Bruno Latour in his book *Science in Action*, a Nietzschean look at the agonistic dynamics of presumably democratic, scientific debate and controversy. Mouffe, Deleuze, Latour and others have provided us with a reimagining of democratic debate as a contest to link, unlink, build and dissolve networks of people and things.

## **Specifications**

Game Play: Using any email program, players will be able to post to one or more online, public discussions (e.g., Usenet newsgroups, weblogs and/or Yahoo groups). The proposed system will translate players' posts into a graphical display. Depending upon the content of the message written by the player, a player will be assigned a position on several two dimensional "fields." One field will be accessible for each theme discussed by the player in the posted message. Given a theme of discussion, the player's position will be displayed in relation to the other player-posters' positions regarding the topic. Each player's position is computed given the words used by the player to describe a theme. Thus, players who describe or discuss a topic using similar terms will be grouped together in the graphically displayed "field." A clustering algorithm will be employed to recompute everyone's position after each new message is posted to the discussion. To move oneself nearer to or farther away from certain other players, one will need to write and post a message to the group articulating a specific opinion about a theme of discussion. A spectator or player will be able to see the "game" develop by watching a webpage displaying the constantly updated positions of the players. Players will have the option of representing themselves with a small photo or graphic. These graphics or photos will move when the players' positions move.

Technical Details: Many of the technical details for this proposed system have been implemented in Java or Perl code for the purposes of my previous work, specifically for the Conversation Map. See this URL for details regarding the analysis of electronic messages, the computation of themes of discussion, and their automatic translation into graphical, network diagrams (social and semantic networks): [www.sims.berkeley.edu/~sack/cm](http://www.sims.berkeley.edu/~sack/cm). In some ways the current proposed work is a simplification of the Conversation Map: rather than an analysis of social and semantic networks, the current system will compute a combined sociolinguistic result in the form of clusters of players arranged according to their respective opinions about the themes of discussions. In other ways, this work proposes an extension to the Conversation Map: while the Conversation Map is a "batch" system that computes one map at a time, the

Agonistics system will interactively recompute the “fields” of players after each new post to the discussion.

## **Timeline**

- June: Define a simple points-on-a-field-of-color graphical interface.
- July: Identify and experiment with several different ways of clustering players and measuring distance between players' positions. Standard algorithms for clustering and well known distance measures from the literature of information retrieval will be employed.
- August-September: Beta-test and tune the system by analyzing a variety of existing, online public newsgroups and/or weblogs. Implement more sophisticated graphical interface that allows players more choice in how they are graphically represented. Gather and respond to poster-player feedback.
- October: Release final system. Make source code available for download.

## **Budget**

This project does not require the purchase of new equipment and entails only tasks that I can complete by myself. Consequently, the only budget item I have is my fee: \$2000.

## **Curriculum Vitae**

My CV can be found on the following pages.

**WARREN SACK**  
**CURRICULUM VITAE**

**EMPLOYMENT**

- 2002-present Assistant Professor, University of California, Santa Cruz  
Film and Digital Media Department
- 2000-2002 Assistant Professor, University of California, Berkeley  
School of Information Management and Systems
- 2000 Research Scientist, MIT Media Laboratory
- 1995-2000 Research Collaborator, MIT Center for Advanced Visual Studies  
Interrogative Design Group
- 1992-2000 Research Assistant, MIT Media Laboratory
- 1989-1992 Independent Researcher and Consultant
- 1988-1989 Visiting Researcher, University of Paris VIII (St. Denis)  
Artificial Intelligence Laboratory, Department of Computer Science
- 1985-1988 Research Assistant, Yale University,  
Artificial Intelligence Laboratory, Department of Computer Science

**EDUCATION**

- 2000 Ph.D., Media Arts and Sciences, Media Laboratory, School of Architecture and Planning  
Massachusetts Institute of Technology
- 1994 S.M., Media Arts and Sciences, Media Laboratory, School of Architecture and Planning  
Massachusetts Institute of Technology
- 1985 B.A., *cum laude*, Computer Science and Psychology  
Yale College

**PROFESSIONAL COMPETENCE AND ACTIVITY**

**Honors and Awards**

- 2002 Emerging Artists/Emerging Medium 3: Net-Art Commission awarded by the Walker Art Center  
and the Jerome Foundation; with Sawad Brooks, *Translation Map*
- 2002 Artist Residency, Arts Technology Center, University of New Mexico, Albuquerque, NM,  
National Endowment for the Arts and Rockefeller Foundation sponsored residency program:  
*Cultural Practice/Virtual Style: Creating an Arts Environment in High Performance Computing*,  
July 1-August 1 2002, Danae Falliers, Edward Angel and Thomas Caudell
- 2000 Artist Residency, Arts Alliance, San Francisco, Jason Lewis (director), *Code Zebra*  
*Residency*, November 25-December 9, 2001, Sara Diamond (organizer)
- 1997-1998 Interval Fellowship awarded by Interval Research Corporation and the MIT Media Laboratory

- 1994-1995 AT&T Media Laboratory Fellowship awarded by AT&T and the MIT Media Laboratory
- 1992-1993 Fulbright Grant awarded by the J. William Fulbright Foreign Scholarship Board and the Netherlands America Commission for Educational Exchange (declined)
- 1988-1989 Chateaubriand Scholarship for the Exact Sciences, Engineering and Medicine awarded by the French Embassy to the United States

## **Grants**

- 2003 Research Cluster Funding, Center for Cultural Studies, UC Santa Cruz, *Hybrid Media Research Cluster*
- 2003 Research Grant, Digital Arts/New Media Research Cluster, UC Santa Cruz, *Support for Undergraduate Research Assistantships in the Discourse Architecture Research Group*
- 2003 with Alice Yang-Murray and Alan Cristy, Academic Senate Committee on Research (COR) Faculty Research Grant, UC Santa Cruz, *Memory Sites of World War II in the Pacific*
- 2002 Academic Senate COR Faculty Research Grant, UC Santa Cruz, *Street Stories: Eliciting, Archiving, and Sequencing Geographically-based Community Stories*
- 2002 France-Berkeley Fund, *Social and Cognitive Analyses of Collaborative Design for Open Source Software*; with Françoise Détienne, National Institute for Research in Computer Science and Control (INRIA) Paris, France
- 2002 Academic Senate COR Faculty Research Enabling Grant
- 2001-2002 Undergraduate Research Apprentice Program, UC Berkeley
- 2001 Academic Senate COR Junior Faculty Research Grant, UC Berkeley, *Street Stories: Network Technologies for Community Stories*
- 2001 Academic Senate COR Travel Grant, UC Berkeley
- 2000 Academic Senate COR Junior Faculty Mentor Grant, UC Berkeley
- 2000 Academic Senate COR UC intercampus travel grant, UC Berkeley

## CREATIVE ACTIVITIES AND WRITINGS

### Group Exhibitions

- 2005 "Conversation Map," to be shown in *Making Things Public: A Parliament of Parliaments: How to Overcome the Crisis of Representation*, Center for Art and Media (ZKM), Karlsruhe, Germany, (Bruno Latour and Peter Weibel, curators), January 2005
- 2004 "Translation Map" with Sawad Brooks in *Translocations/When Latitudes Become Forms*, Contemporary Arts Museum Houston, Houston, Texas: July 17-September 19, 2004
- 2003 "Translation Map" with Sawad Brooks in *Translocations/When Latitudes Become Forms*, Walker Art Center, Minneapolis, MN, (Steve Dietz, curator) February 6 - May, 2003  
<http://translationmap.walkerart.org>
- "Translation Map" with Sawad Brooks in *Translocations/When Latitudes Become Forms*, Fondazione Sandretto Rebaudengo Per L'Arte, Torino, Italy: June 1-September 14, 2003
- 2002 "Conversation Map" in Net.Narrative an online exhibition at SF Camerawork, San Francisco, CA, from September 24, 2002 (Marisa S. Olson, curator)  
<http://www.sfcamerawork.org/netnarrative.html>
- 2001 "Conversation Map," at *ACM1: Beyond Cyberspace*, San Jose Convention Center, San Jose, CA, March 10-13, 2001 (<http://www.acm.org/exposition>)
- 2001 "Conversation Map," at the White Box Gallery launch of [artbrain.org](http://www.artbrain.org) and at the website (Warren Neidich, editor and Nathalie Angles, curator), Brooklyn, NY, May 31, 2001 (<http://www.artbrain.org>)

### Articles and Reviews in Professional Journals

- 2002 "What does a very large-scale conversation look like?" *Leonardo: Journal of Electronic Art and Culture*, 35:4 (August 2002); earlier conference version in the *Electronic Arts Proceedings of ACM SIGGRAPH 2001*, Los Angeles, CA, August 2001: 88-95; forthcoming in the book *First Person: New Media as Story, Performance, and Game*, Noah Wardrip-Fruin and Pat Harrigan, Editors (Cambridge, MA: MIT Press, in press)
- 2001 "Conversation Map: An Interface for Very Large-Scale Conversations," *Journal of Management Information Systems* (Winter 2000-2001); earlier conference version appeared as "Discourse Diagrams: Interface Design for Very Large Scale Conversations" in the *Proceedings of the Hawaii International Conference on System Sciences, Persistent Conversations Track*, Maui, HI: IEEE Computer Society, January 2000.
- 2001 "Mapping very large-scale conversations," *Cabinet: A Quarterly magazine of art and culture*, Issue 2, Spring 2001; earlier conference version appeared in the *Proceedings of DIAC 2000: Shaping the Network Society: The Future of the Public Sphere in Cyberspace*, Seattle, WA: Computer Professionals for Social Responsibility, May 2000; reprinted in *Katie Holten and others: Drawings. Instances. Collaborations + Texts*, Katie Holten, Editor (Dublin, Ireland: Temple Bar Gallery & Studios and the Túp Institute, 2002).
- 1999 "Pia Lindman's Sauna Installation at the Massachusetts Institute of Technology," in *Thresholds* 19 (Spring 1999): 91.
- 1997 "Artificial Human Nature," *Design Issues*, Volume 13, (Summer 1997): 55-64.

- 1996 "Painting Theory Machines," *Art and Design* (May 1996): 80-92.
- 1993 "The Everyday Life of ONR and IRL: A review of William Clancey's article entitled 'Guidon-Manage Revisited'," in the *Journal of Artificial Intelligence in Education*, Volume 4, number 1 (1993): 55-60.
- 1993 with Elliot Soloway and Peri Weingrad, "Re:writing Cartesian Student Models," *Journal of Artificial Intelligence in Education*, Volume 3, Number 4 (1993): 381-399; reprinted in James Greer and Gordon McCalla (editors) *Student Modeling: The Key to Individualized Knowledge-Based Instruction* (Berlin: Springer-Verlag, 1994): 355-375.

### Encyclopedia Entry

- 1998 "Artificial Intelligence and Aesthetics," in *The Encyclopedia of Aesthetics, Volume 1*, Michael Kelly, editor-in-chief (New York: Oxford University Press, 1998): 123-130; an expanded version is forthcoming as "Network Aesthetics," in *Database Aesthetics*, Victoria Vesna, Editor (Minneapolis, MN: University of Minnesota Press, forthcoming)

### Refereed and Published Conference Papers

- 2002 "Artificial Dialectics," in *Shaping the Network Society: Patterns for Participation, Action and Change: DIAC-02 Symposium*, Seattle, WA, May 16-19, 2002.
- 2002 with Tom Erickson and Susan Herring, "Workshop Description: Discourse Architectures: Designing and Visualizing Computer-Mediated Conversation," in the *Proceedings of ACM CHI 2002*, Minneapolis, MN, April 22nd, 2002.
- 2000 "Conversation Map: A Content-based Usenet Newsgroup Browser" in the *Proceedings of the International Conference on Intelligent User Interfaces*, New Orleans, LA: Association for Computing Machinery, January 2000; reprinted in *From Usenet to CoWebs: Interacting with Social Information Spaces*, Christopher Lueg and Danyel Fisher, Editors (New York: Springer, 2002).
- 1999 "Stories and Social Networks" in the *Proceedings of the Workshop on Narrative Intelligence*, Cape Cod, MA: American Association of Artificial Intelligence, November 1999; reprinted in *Narrative Intelligence*, Phoebe Sengers and Michael Mateas, Editors (Amsterdam: John Benjamins, 2002).
- 1994 "Indexing Multimedia by Ideology," in *Proceedings of the American Association of Artificial Intelligence Workshop on Indexing and Reuse of Multimedia*, Seattle, WA, July 1994.
- 1994 "Future News: Constructing the Audience Constructing the News," in *Proceedings of WRITE'94*, Vancouver, Canada, June 1994.
- 1994 With Marc Davis, "IDIC: Assembling Video Sequences from Story Plans and Content Annotations," in *Proceedings of the IEEE International Conference on Multimedia Computing and Systems*, Boston, MA, May 14-19, 1994.
- 1988 "Finding Errors by Overlooking Them," in *Proceedings of the International Conference on Intelligent Tutoring Systems (ITS-88)*, Claude Frasson, editor, Montréal, Canada, June 1988; reprinted in *Intelligent Tutoring Systems: At the Crossroads of Artificial Intelligence and Education*, Claude Frasson and Gilles Gauthier, editors, (Norwood, NJ: Ablex Publishing Corporation, 1990)



## Chapters in Books

- 2004 "Aesthetics of Information Visualization," to appear in *Context Providers*, Christiane Paul, Victoria Vesna, and Margot Lovejoy, Editors (forthcoming)
- 2004 "Discourse Architecture and Very Large-Scale Conversations," in *The Digital Order*, Robert Latham and Saskia Sassen, Editors (Princeton, NJ: Princeton University Press/Social Science Research Council, forthcoming).
- 2003 "On-Line Language Games," in *Papers*, Katie Holten, Editor (Limited Edition for the 50th Venice Biennale (Ireland), Venice, Italy, November 2003). Note: Katie Holten was Ireland's artist-representative at the 50th Venice Biennale and the edited *Papers* is her art piece for the Biennale.
- 2001 "Actor-Role Analysis: Ideology, Point of View and the News," in *New Perspectives on Narrative Perspective*, Will Van Peer and Seymour Chatman, Editors (New York: SUNY Press, 2001).
- 2000 Joseph Dumit, "Artificial Participation: An Interview with Warren Sack," *Zeroing in on the Year 2000: The Final Edition (Late Editions, 8)* George E. Marcus, Editor (Chicago: University of Chicago Press, 2000).
- 1992 "Knowledge Compilation and the Language Design Game," in *Intelligent Tutoring Systems, Second International Conference (Lecture Notes in Computer Science)* Claude Frasson, Gilles Gauthier, and Gordon McCalla (editors), (Berlin: Springer-Verlag, 1992).
- 1992 With Elliot Soloway, "From PROUST to CHIRON: Intelligent Tutoring System Design as Iterative Engineering; Intermediate Results are Important!," in *Computer Assisted Instruction and Intelligent Tutoring Systems: Shared Issues and Complementary Approaches*, Jill Larkin, Carol Scheftic, and Robin Chabay, editors, (Hillsdale, NJ: Lawrence Erlbaum Associates, Publishers, 1992)

## Patent

- 1993 With Randy Bennett, *Method and System for Interactive Computer Science Testing, Analysis and Feedback*, patent number 5,259,766, issued Nov. 9, 1993.

## Reviews, Interviews and Exhibition Catalogs

- 2003 Matt Mirapaul, *New York Times*, Arts Section, "Cross-Cultural Ventures With Digital Artworks"; review of the Walker Art Center show with particular emphasis on and large image of the "Translation Map," Monday, February 17, 2003, mention on page B1; full article on page B3; also, online here:  
<http://www.nytimes.com/2003/02/17/arts/design/17MIRA.html?ex=1046470504&ei=1&en=ce9e97950dc6145d>
- 2003 Steve Dietz (curator of new media, Walker Art Center), "Translocations," in *How Latitudes Become Forms: Art in a Global Age* (Minneapolis, MN: Walker Art Center): 256-257; outline of online component of the show with description of the "Translation Map."

- forthcoming Gunalan Nadarajan (artist, curator and Dean of the Faculty of Visual Arts at the LASALLE-SIA College of the Arts in Singapore), "Translation Map," commissioned online catalog essay for Walker Art Center show *Translocations* (forthcoming)
- 2003 Gerrit Gohlke, "Cybermapping," *European Photography*, Number 72, Winter 2002/2003; article on mapping cyberspaces including full page image of the "Conversation Map"
- 2003 Christiane Paul (adjunct curator of new media, Whitney Museum of Art, New York), *Digital Art* (London: Thames & Hudson, 2003); image and discussion of the "Conversation Map"
- forthcoming Jon Ippolito (associate curator of new media, Guggenheim Museum of Art, New York) and Joline Blais, *The Edge of Art* (London: Thames & Hudson, forthcoming); images and discussion of the "Conversation Map"
- Spring 2002 Noah Wardrip-Fruin and Brion Moss, "The Impermanence Agent: Project and Context," *Performing Arts Journal* 70 (2002), pp. 52–83; discussion of the "Conversation Map"
- Fall 2001 Martin Dodge and Rob Kitchin, *Atlas of Cyberspace*, (New York: Addison Wesley, 2001) (images and review of the "Conversation Map").
- Fall 2001 KQED Radio in San Francisco, "The Forum" with Angie Coiro. Topic: "Internet community," and how it has - or has not-changed concepts of community and communication. Guests: Craig Newmark, Founder of Craig's List; Howard Rheingold, author of "The Virtual Community"; Warren Sack, UC Berkeley; Gail Williams, Director of Communities for Table Talk and the Well at Salon
- Summer 2001 Claire Tristram, "Mining for Meaning," *Technology Review Magazine*, July/August 2001 (<http://www.technologyreview.com/magazine/jul01/innovation4.asp> or [http://www.technologyreview.com/magazine/jul01/print\\_version/innovation4.html](http://www.technologyreview.com/magazine/jul01/print_version/innovation4.html))  
Review of the "Conversation Map" and other projects.
- Spring 2001 Richard Dalton, "ACM1: A Look Outward," *BYTE.com*, April 9, 2001 (<http://www.byte.com/column/BYT20010403S0003> or [http://www.byte.com/printableArticle?doc\\_id=BYT20010403S0005](http://www.byte.com/printableArticle?doc_id=BYT20010403S0005))  
Review of the ACM1 show with discussion of the "Conversation Map"
- Spring 2001 Frances Richard, "Utterance is place enough: mapping conversation," *Cabinet Magazine: A quarterly magazine of art and culture*, Issue 2, Spring 2001 (pp. 76-81).  
Review of the "Conversation Map" and other projects.

## **UNIVERSITY SERVICE**

### **DEPARTMENT SERVICE**

#### **Committee**

- 2003-present Member of the Committee on Computer Laboratory Design, Film & Digital Media Department, UC Santa Cruz
- 2002-2003 Search Committee member for Digital Media Specialist, Film & Digital Media Department, UC Santa Cruz

#### **Other**

- 2004 Participant in search for one tenure-track hire in the Film & Digital Media Department, UC Santa Cruz
- 2003 Participant in search for two tenure-track hires in the Film & Digital Media Department, UC Santa Cruz

### **DIVISION SERVICE**

#### **Committee**

- 2002 Master's of Information Management and Systems Curriculum Review Committee  
UC Berkeley, School of Information Management and Systems

#### **Other**

- 2002-2003 Participant in the planning of a building for the proposed, Digital Arts/New Media Building  
UC Santa Cruz, Division of the Arts
- 2001-2002 Supporting member of the Ph.D. Admissions Committee  
UC Berkeley, School of Information Management and Systems,
- 2001-2002 Supporting member of Faculty Search Committee  
UC Berkeley, School of Information Management and Systems,

### **ACADEMIC SENATE SERVICE**

#### **Senate Committee**

- 2003-2004 Committee on Communication and Information Technology  
UC Santa Cruz

### **OTHER UNIVERSITY SERVICE**

- 2003-present Affiliated faculty member, UC Digital Arts Research Network (UCDARNet)  
University of California, Multi-Campus Research Group
- 2002-present Affiliated faculty member, Digital Arts/New Media Graduate Program Proposal  
UC Santa Cruz

- 2001-present    Affiliated faculty member Digital Cultures Project  
University of California, Multi-Campus Research Unit
- 2002            Affiliated faculty member of the Art Technology and Culture Group  
UC Berkeley
- 2001-2002     Member of the organizing committee, Berkeley Institute of Design (BID) (John Canny, Chair)  
UC Berkeley
- 2002            Member of the organizing committee, New Media Working Group (Linda Williams, Chair)  
UC Berkeley
- 2001            Author and organizer of the proposal "Response to Tidal Wave II: Proposal to the Vice  
Provost, Phase II: New Programs: MEDIA ARTS AND SCIENCES PROGRAM"  
UC Berkeley
- 2001-2002     Affiliated faculty member of the Center for Design Visualization, College of Environmental  
Design, UC Berkeley
- 2000-2002     Affiliated faculty member of the Human-Centered Computing Research Consortium,  
Computer Science Division, UC Berkeley

## **OUTSIDE PROFESSIONAL ACTIVITIES**

### **Papers Presented at Professional Meetings**

- 2003            with Nicolas Ducheneaut, Dilan Mahendran, Françoise Détienne and Jean-Marie Burkhardt,  
"Social Architecture and Technological Determinism in Open Source Software Development,"  
presented at the *International 4S Conference: Social Studies of Science and Society*, Atlanta,  
GA, October 2003.
- 2002            with Nicolas Ducheneaut and Dilan Mahendran, "The Sociotechnical Construction of Open  
Source Software" presented at the *International 4S Conference: Social Studies of Science  
and Society*, Milwaukee, WI, November 2002.
- 2002            "Artificial Dialectics," in *Shaping the Network Society: Patterns for Participation, Action and  
Change: DIAC-02 Symposium*, Seattle, WA, May 16-19, 2002.
- 2002            with Tom Erickson and Susan Herring, "Discourse Architectures: Designing and Visualizing  
Computer-Mediated Conversation," workshop description in the *Proceedings of ACM CHI  
2002*, Minneapolis, MN, April 22nd, 2002.
- 2001            "What does a very large-scale conversation look like?" in the *Electronic Arts Proceedings of  
ACM SIGGRAPH 2001*, Los Angeles, CA, August 2001.
- 2001            "Information Architecture and the Topology of Social Relations," presented at the panel  
"Cultural Mediation in New Media Spaces," *ACM SIGGRAPH 2001*, Los Angeles, CA, August  
2001.
- 2001            "Social Networks and Social Navigation," presented at the panel "Scholarly Networks" at the  
*International Sunbelt Social Network Conference*, Budapest, Hungary, April 2001.

- 2000 "Mapping Conversations," presented at the workshop "Dealing with Community Data," *ACM Computer-Supported Cooperative Work*, Philadelphia, November 2000.
- 2000 "Picturing the Public: Algorithms and Interfaces for the Presentation of Public Opinion," presented at the panel Public Authority and Simulation, *American Association of Anthropology*, San Francisco, October 2000.
- 2000 "Navigating Very Large-Scale Conversations" in the *Proceedings of DIAC 2000: Shaping the Network Society: The Future of the Public Sphere in Cyberspace*, Seattle, WA: Computer Professionals for Social Responsibility, May 2000.
- 2000 "Discourse Diagrams: Interface Design for Very Large Scale Conversations" in the *Proceedings of the Hawaii International Conference on System Sciences, Persistent Conversations Track*, Maui, HI: IEEE Computer Society, January 2000.
- 2000 "Conversation Map: A Content-based Usenet Newsgroup Browser" in the *Proceedings of the International Conference on Intelligent User Interfaces*, New Orleans, LA: Association for Computing Machinery, January 2000.
- 1999 "Stories and Social Networks" in the *Proceedings of the Workshop on Narrative Intelligence*, Cape Cod, MA: American Association of Artificial Intelligence, November 1999.
- 1999 With Joseph Dumit, "Very Large-Scale Conversations and Illness-based Social Movements," presented at *Media in Transition*, MIT, Cambridge, MA, October, 1999.
- 1999 "Diagrams of Social Cohesion" In *Descriptions of Demonstrated Systems, Association for Computational Linguistics (ACL '99)* (University of Maryland, College Park, June 1999).
- 1997 "Tactics versus Strategies and Amplifiers versus Filters: Technology and Freedom of Expression" presented at the panel *New Media: Prospects and Problems*, James Carey (moderator), *United Nation/Columbia University Roundtable on Communication for the Promotion of Peace, Development, Democracy and Respect for Human Rights and Fundamental Freedoms in the Global Village*, United Nations Department of Public Information and Columbia University School of International and Public Affairs, Harriman, NY, April 21-24, 1997
- 1997 "On-Line Language Games" presented at the *panel Cyberspace: Trojan Horse or Roman Holiday?*, Andrea Feeser and Jon Winet (organizers), *College Art Association (CAA97)*, New York, New York, February, 1997.
- 1996 "Actor-Role Analysis: Ideology, Point of View and the News" in *Collected Abstracts of the Joint International Conference of the Association for Literary and Linguistics Computing (ALLC) and the Association for Computing in the Humanities (ACH)*, Bergen, Norway, June 1996.
- 1996 "Replaying Turing's Imitation Game," presented at the panel *Nets and Internets at Console-ing Passions: Television, Video and Feminism*, Madison, WI, April 25-28, 1996.
- 1995 "Desire and Drive In Movies: Autos and the Infobahn", in *Collected Abstracts of Technology, History, Theory: A Centennial Reflection on Cinema*, Athens, Ohio, November 1-4, 1995.
- 1995 "Representing and Recognizing Point of View," in *Proceedings of the American Association of Artificial Intelligence Fall Symposium on Artificial Intelligence Applications in Knowledge Navigation and Retrieval*, Cambridge, MA, November 1995.

- 1995 "Ideological Point of View and Digital Prostheses for Interpretation," in the *Collected Abstracts of Narrative Perspectives: Cognition and Emotion*, Utrecht, The Netherlands, June 1995.
- 1994 "On the Computation of Point of View," in *Proceedings of the National Conference of Artificial Intelligence (AAAI 94)*, Seattle, WA., July 31-August 4, 1994.
- 1994 "Indexing Multimedia by Ideology," in *Proceedings of the American Association of Artificial Intelligence Workshop on Indexing and Reuse of Multimedia*, Seattle, WA, July 1994.
- 1994 "Future News: Constructing the Audience Constructing the News," in *Proceedings of WRITE'94*, Vancouver, Canada, June 1994.
- 1994 with Marc Davis, "IDIC: Assembling Video Sequences from Story Plans and Content Annotations," in *Proceedings of the IEEE International Conference on Multimedia Computing and Systems*, Boston, MA, May 14-19, 1994.
- 1993 "Coding News and Popular Culture," presented at the *International Joint Conference on Artificial Intelligence (IJCAI) Workshop on Models of Teaching and Models of Learning*, Chambéry, France, July 1993.
- 1992 With Randy Bennett and Elliot Soloway, "The Advanced Placement Computer Science Practice and Feedback System," in *Proceedings of the NATO Advanced Research Workshop on Cognitive Models and Intelligent Environments for Learning*, Genoa, Italy, March 1992.
- 1991 "Constructivism and Digital, Networked Television," in the *Collected Abstracts of the American Association of Artificial Intelligence Fall Symposium on Knowledge and Action at Social and Organizational Levels*, Monterey, California, November 1991.
- 1991 "The Design of Computer-Based Non-Tools for Problematization," in the *Collected Abstracts of the Second International Conference on Cyberspace*, Santa Cruz, CA, April 1991.
- 1989 "Interdisciplinary Memories and Explanations," presented at *The NATO Advanced Research Workshop on Guided Discovery Tutoring*, Il Ciocco, Italy, July 1989.
- 1988 "Finding Errors by Overlooking Them," in *Proceedings of the International Conference on Intelligent Tutoring Systems (ITS-88)*, Claude Frasson, editor, Montréal, Canada, June 1988.

#### **Invited Lecture or Forum Participation**

- 2004 Invited Lecture, "SimSocrates," to be presented at the *Workshop on Simulation and Other Re-enactments: Modeling the Unseen*, Banff New Media Institute, Banff, Canada, April 29, 2004, Sara Diamond
- Invited Lecture, "Discourse Architecture," to be presented at the *Critical Praxis for the Emerging Culture Symposium*, School of Art and School of Architecture, Washington University, St. Louis, MO, April 16, 2004, Sung Ho Kim, Cynthia Weese
- Invited Lecture, "Public Space, Public Discussion and Social Computing" to be presented at the Microsoft Research Social Computing Symposium, Redmond, WA, March 30, 2004, organized by the Social Computing Group in Microsoft Research in collaboration with the Social Computing Research Groups at IBM and FX Palo Alto, invited by Shelly Farnham

Invited Lecture, "Aesthetics of Information Visualization," to be presented at the Research Workshop Critical Studies of New Media, Stanford Humanities Center, Stanford University, February 26, 2004, invited by Tim Lenoir

Invited Lecture, "Picturing the Public: Algorithms and Interfaces for the Presentation of Public Opinion," presented at the "Media Art Network Lectures: Mapping," ZKM (Center for Art and Media), Karlsruhe, Germany, January 24, 2004, invited by Rudolf Frieing

2003

Invited Lecture (with Dilan Mahendran, Françoise Détienne and Jean-Marie Burkhardt), "Social and Cognitive Analyses of Collaborative Design for Open Source Software," CNAM (Conservatoire National des Arts et Métiers), September 2003, invited by Pierre Falzon

Invited Lecture, "Discourse Architecture and Very Large-Scale Conversation," presented at UC Santa Cruz, Computer Science Department Colloquium, May 7, 2003, invited by Jane Wilhelms

Invited Lecture, "Discourse Architecture: Online Public Space and Public Discourse," presented at the "Reality Zone" conference of the UC Digital Arts Research Network, UC Santa Barbara, George Lagrady, Lisa Jevbratt, and Marko Peljhan (organizers), April 26, 2003

Invited Lecture, "Discourse Architecture: Online Public Space and Public Discourse," presented at the Center for Cultural Studies, UC Santa Cruz, Chris Connery, April 16, 2003

Forum Participant, presented "Translation Map" at the Digital Intermediaries Symposium, UC Santa Cruz, David Crane (organizer), March 8, 2003

2002

Invited Lecture, "Discourse Architecture," presented at Brown University, Modern Cultures and Media Department, December 9, 2002, Sawad Brooks and Michael Silverman

Invited Lecture, "Discourse Architecture," presented at the Yale University, Department of Mechanical Engineering, December 5, 2002, Natalie Jeremijenko and Wei Tong

Invited Lecture, "Discourse Architecture," presented at the Cornell University, Computer Science Department and the Program in Information Science, December 3, 2002, Phoebe Sengers

Invited Lecture, "What does a very large-scale conversation look like?" presented at Princeton University, GWA Faculty Group, November 14, 2002, Paul DiMaggio and David Dobkin

Invited Lecture, with Sawad Brooks, "Translation Map," presented at the University of New Mexico, Albuquerque, Art Technology Center, November 1, 2002, Danae Falliers and Edward Angel

Invited Lecture, "Discourse Architectures," presented at the University of Minnesota Design Institute, Seven Pines Workshop, September 21, 2002, Jan Abrams

Invited Lecture, "On the Summarization and Visualization of Very Large-Scale Conversations and Online Collaborations," presented at the Centre Sociologie de l'Innovation (CSI), Ecole des Mines de Paris (ENSMP), June 17, 2002, Michel Callon and Bruno Latour

Invited Lecture, "Online Public Discourse and Computational Technologies of the Self," presented at *In/Formation: Genomics, Life and Media*, Paris, France, Ecole Normale Supérieure of Paris and the French State Department, June 10, 2002, Paul Rabinow, Claude Imbert, and Francis Pisani

Invited Lecture, "A Quantitative Analysis of Some Online Forums for Software Developers," presented at the *Sun Microsystems Developer Web Services Colloquium*, Menlo Park, CA, June 6, 2002, Elaine Coleman

Invited Lecture, "Metadesigns for Conversation," presented at Metadesign, Inc., San Francisco, CA, April 29, 2002, Elizabeth Glenewinkel

Invited Lecture, "Suture Self: Computers and Technologies of the Self," Department of Film and Digital Media, UC Santa Cruz, March 18, 2002, Eli Hollander

Invited Lecture, "Online Public Space and Public Discourse," presented at *Interfacing Knowledge: New Paradigms for Computing in the Humanities, Arts and Social Sciences*, UC Digital Cultures Project (Multi-Campus Research Unit), March 9, 2002, Mark Meadow and Bill Warner

Invited Lecture, "Citizen-Centered Software Design," Social Science Research Council Program on Information Technology, International Cooperation and Global Security, New York City, March 1, 2002, Robert Latham and Saskia Sassen

Discussant for presentation by Michael Chwe on "Common Knowledge," Social Science Research Council Program on Information Technology, International Cooperation and Global Security, New York City, March 1, 2002, Robert Latham and Saskia Sassen

Invited Lecture, "The Social Technologies Research Group," presented at the Art Technology and Culture meeting *020202: Social Technologies Dialogue*, UC Berkeley, February 2, 2002, Shawn Brixey, Ken Goldberg, Greg Niemeyer, Rick Reinhardt

Invited Lecture, with Rachel Strickland, "Visual Interfaces to Information Spaces and Social Networks," presented at the *Sun Microsystems Developer Web Services Colloquium*, Menlo Park, CA, January 23, 2002, Paul Pangaro and Elaine Coleman

Invited Lecture, "From Chronopoly to Chronocracy" presented at *Radical Time 2002*, Art Department, UC Los Angeles, January 19, 2002, Cletus DalGLISH-Schommer

2001 Forum Participant, "Nine One One," presented at the UCDARNet (UC Digital Arts Research Network) meeting *9/11-N2N: Networks to Nanosystems: Art, Science and Technology in Times of Crisis*, UC Santa Cruz, November 8, 2001, Sharon Daniel

Invited Lecture, "Information Architecture and the Geometry of Social Relations," presented at the colloquium series for the Berkeley Center for Globalization and Information Technology, UC Berkeley, October 25, 2001, Greig Crysler

Invited Lecture, "New Tools and Theories for Understanding Learning on the Internet," presented to the French Ministry of Research and Education participants for the UC Berkeley meeting on *e-Learners/e-Teachers: Facts, Myths, Trends*, October 23, 2001, Gilles Braun

Invited Lecture, "Information Architecture and the Topology of Social Relations," presented at the *Emotional Architectures/Cognitive Science in Interaction Design Program* at the Banff New Media Institute, Banff Canada, September 22, 2001, Sara Diamond



Invited Lecture, "Code and Transnational Public Spheres," Social Science Research Council Program on Information Technology, International Cooperation and Global Security, Summer Institute, Berkeley, July 20, 2001, Robert Latham and Saskia Sassen

Discussant for presentation by Steve Weber on "Open Source Software and Cooperation," Social Science Research Council Program on Information Technology, International Cooperation and Global Security, Summer Institute, Berkeley, July 20, 2001, Robert Latham and Saskia Sassen

Invited Lecture, "Frontiers in Research Methods," Social Science Research Council Program on Information Technology, International Cooperation and Global Security, Summer Institute, Berkeley, July 19, 2001, Robert Latham and Saskia Sassen

Invited Lecture, with Nicolas Ducheneaut, "Information Technologies and Social Interactions," Social Science Research Council Program on Information Technology, International Cooperation and Global Security, Summer Institute, Berkeley, July 15, 2001, Robert Latham and Saskia Sassen

Invited Lecture, "The Conversation Map," presented at Cooper Interactive Design, Palo Alto, CA, May 9, 2001, Robert Reimann.

Panel Moderator, "High Tech with a Heart: IT Consulting and Training with Nonprofits," Panelists: Amy Luckey, Director of Special Projects, TechRocks; Marlon Mendieta, Technology Center Manager, Arribas Juntos; Dinesh Mistry, Senior Program Manager, Consulting, CompuMentor; Joni Podolsky, Program Director, Wired for Good, Center for Excellence in Non-Profits; and, Erick Recinos-Rosas, Technology Consultant, CompuMentor. Organized by Sarah Dunham of the UC Berkeley, Career Center, April, 10, 2001.

Invited Lecture, "Mapping Conversations: An Update Report," presented at the Human-Centered Computing Meeting, CS Division, UC Berkeley, March 2001, John Canny

2000

Invited Lecture, "Visualizations for Very Large-Scale Conversations," presented at the *Seminar on Information Visualization*, UC Berkeley, SIMS, October, 3, 2000, Marti Hearst.

Invited Lecture, "Discourse Diagrams," presented at the *Living Architectures Program* at the Banff New Media Institute, Banff, Canada, September 23, 2000, Sara Diamond.

Invited Lecture, "Building Codes: How are Online Conversations Designed?." Presented at the *Seminar on Information Access*, UC Berkeley, SIMS, September 15, 2000, Michael Buckland and Clifford Lynch.

Invited Lecture, "Design for Very Large-Scale Conversations," presented at the Human-Center Computing Meeting, UC Berkeley, Lake Tahoe, CA, July, 2000, John Canny

Invited Lecture, "Visualizations for Very Large-Scale Conversations," presented at the IBM Almaden Research Center, San Jose, CA, April 18, 2000, Jim Spohrer

Invited Lecture, "Visualizations for Very Large-Scale Conversations," presented at Xerox PARC, Palo Alto, CA, April 13, 2000, Mark Stefik

Invited Lecture, "Visualizations for Very Large-Scale Conversations," presented at the Lotus Development Corporation, Cambridge, MA, March 29, 2000, Paul Moody and Daniel Gruen

Invited Lecture, "Visualizations for Very Large-Scale Conversations," presented at the Center for Strategic Technology Research, Andersen Consulting, Palo Alto, CA, March 10, 2000, Luke Hughes

Invited Lecture, "Visualizations for Very Large-Scale Conversations," presented at Ricoh Silicon Valley, Menlo Park, CA, March 9, 2000, Greg Wolff

Invited Lecture, "Visualizations for Very Large-Scale Conversations," presented at the Department of Computer Science, Harvard University, February 23, 2000, Marti Hearst

Invited Lecture, "Design for Very Large-Scale Conversations," presented at the School of Information Management and Systems, University of California, Berkeley, February 8, 2000, Hal Varian

Invited Lecture, "Conversation Map: An Interface for Very Large-Scale Conversations," presented at the *Seminar on People, Computers, and Design*, Department of Computer Science, Stanford University, January 21, 2000, Terry Winograd

Invited Lecture, "Design for Very Large-Scale Conversations," presented at Department of Design and Media Art, University of California, Los Angeles, CA, January 19, 2000, Victoria Vesna

1998 Invited Lecture, "(Art)ificial Intelligence," presented at the *Issues in Digital Media Art Lecture Series*, Department of Art, University of California, Santa Cruz, CA, May 26, 1998, Sharon Daniel

1996 Invited Lecture, "Software Agents or Digital Prostheses: Tired or Wired?," presented for the *PLATO Lecture Series, Society and the Internet*, Evergreen State College, Olympia, WA, March 5, 1996, Sarah Williams

#### **Invited Studio Reviews and Course Lectures**

Winter 2004 Guest Lecturer/Invited Critic, *Graduate Studio in Digital Art*, Staatliche Hochschule für Gestaltung im Zentrum für Kunst und Medientechnologie (ZKM), Karlsruhe, Germany, Professor Michael Saup

Fall 2003 Guest Lecturer, *Description de controverses et stage d'exécution*, Ecole des Mines de Paris (ENSMP), Professor Bruno Latour (instructor)

Spring 2003 Invited Critic, *Multimedia Information Systems*, Graduate Course, School of Information Management and Systems, UC Berkeley, Professor Marc Davis (instructor)

Fall 2002 Invited Reviewer (midterm and final reviews), *Topics in Architecture and Information*, Graduate Studio, School of Architecture, Princeton University, Professor Laura Kurgan (instructor)

Spring 2002 Invited Reviewer, *Experience and Interface Design for Engineers*, Undergraduate Course, Department of IEOR, UC Berkeley, Professor Ken Goldberg (instructor)

Fall 2001 Invited Reviewer, *Computer Graphics and Animation*, Undergraduate Studio, Department of Art Practice, UC Berkeley, Professor Greg Niemeyer (instructor)

- Spring 2000 Invited Critic, *Interrogative Design Studio*, Graduate Studio, MIT Center for Advanced Visual Studies, Professor Krzysztof Wodiczko and Professor Edith Ackermann (instructors)
- Winter 2000 Juror, *M.Arch. Thesis Reviews*, Southern California Institute of Architecture (Sci-Arc), Professor Tarek Naga (coordinator) and Professor Karl S. Chu (instructor)
- Fall 1999 Invited Critic, *Advanced Design Studio*, Graduate Studio, Graduate School of Architecture, Planning, and Preservation, Columbia University, Professor Karl S. Chu (instructor)
- Fall 1999 Invited Critic, *Interrogative Design Studio*, Graduate Studio, MIT Center for Advanced Visual Studies, Professor Krzysztof Wodiczko and Professor Edith Ackermann (instructors)
- Fall 1999 Invited Presenter, *Tangible Media and Information Environments*, Graduate Studio, Yale University, Department of Architecture, Professor Natalie Jeremijenko and Sawad Brooks (instructors)
- Fall 1999 Guest Lecturer, *Introduction to Media Studies*, Graduate and Undergraduate Course, MIT Comparative Media Studies Program, Professor Henry Jenkins (instructor)
- Fall 1999 Invited Presenter and Critic, *Computer Seminar: Re-Representing the Object*, Graduate Studio, Rhode Island School of Design (RISD), Department of Architecture, Sung Ho Kim (instructor)
- Spring 1999 Invited Critic, *Interrogative Design Studio*, Graduate Studio, MIT Center for Advanced Visual Studies, Professor Krzysztof Wodiczko and Professor Edith Ackermann (instructors)
- Spring 1999 Invited Critic, *Graduate and Undergraduate Projects*, Digital Media Center for the Arts, Yale University, Professor Natalie Jeremijenko and Professor Carol Scully
- Fall 1998 Guest Lecturer, *Media History and Theory*, Undergraduate Course, University of California, Santa Cruz, Department of Art History, Professor Catherine Soussloff (instructor)
- Fall 1997 Invited Presenter, *Computer Art*, Undergraduate Studio, University of California, Santa Cruz, Department of Art, Professor Sharon Daniel (instructor)
- Spring 1997 Invited Critic, *Nomadic Design Studio*, Graduate Studio, MIT Department of Architecture, Professor Krzysztof Wodiczko and Professor Wellington Reiter (instructors)
- Spring 1996 Invited Critic, *Architectural Design Studio*, Undergraduate Studio, MIT Department of Architecture, Professor Wellington Reiter (instructor)
- Spring 1996 Invited Critic, *Interrogative Design Workshop*, Graduate Workshop, MIT Center for Advanced Visual Studies, Professor Krzysztof Wodiczko (instructor)
- Fall 1995 Invited Critic, *Tactical Design Workshop*, Graduate Workshop, MIT Center for Advanced Visual Studies, Professor Krzysztof Wodiczko (instructor)

#### **Journal, Conference, Fellowship and Grant Review**

- 2004 Reviewer for the ACM Conference *Computer-Supported Cooperative Work (CSCW)*, Chicago, IL, November 6-10, 2004.

- 2003 Proposal Reviewer for the National Science Foundation, Societal Dimensions of Engineering, Science, and Technology Program
- 2003 Reviewer for the journal of *Information Visualization* (Palgrave Publishers)
- 2003 Reviewer for "Persistent Conversations Track" of the *HICSS 2004: ACM Hawai'i International Conference for the System Systems*, Honolulu, HI, January 2004.
- 2003 Reviewer for the *InfoVis2003: IEEE Symposium on Information Visualization*, Seattle, WA, October 19-21, 2003
- 2003 Reviewer for the *International Journal of Information Technologies and International Development* (MIT Press)
- 2002 Reviewer for *SIGCHI 2003: International Conference on Computer-Human Interaction*, April 5-10, 2002, Fort Lauderdale, FL
- 2002 Reviewer for *The Internet Encyclopedia* (John Wiley and Sons)
- 2001 Reviewer for the journal of *Human-Computer Interaction* (Lawrence Erlbaum Associates)
- 2001 Proposal Reviewer for the National Science Foundation, Societal Dimensions of Engineering, Science, and Technology Program
- 2001 Book Proposal Reviewer for Computer Science and New Media (MIT Press)
- 2000-2001 Reviewer for the journal *Information and Society* (Taylor and Francis)
- 2001 Reviewer for the journal *Sociological Perspectives* (University of California Press)
- 2001 Committee member for award of the Ph.D. fellowship in documentation studies at the University of Tromsøe (Komite for stipendiatstilling i dokumentasjonsvitenskap, Universitetet i Tromsøe; reviewed theses and other materials in Norwegian).
- 2001 Reviewer for the for "Persistent Conversations Track" of *HICSS 2002: ACM Hawai'i International Conference for the System Systems*, Honolulu, HI, January 2002.
- 2001 Reviewer for *GROUP 2001: The ACM International Conference on Supporting Group Work*, Boulder, Colorado, September 30 – October 3, 2001.
- 2000 Reviewer for the journal *Discourse and Society* (Sage Publications)
- 1998 Reviewer for the *International Conference on Computers and Education* held in Beijing, China, 14-17 October 1998
- 1997 Reviewer for the *8th World Conference on Artificial Intelligence and Education: Knowledge and Media in Learning Systems* held in Kobe, Japan, 18-22 August, 1997.
- 1995 Reviewer for the *7th World Conference on Artificial Intelligence and Education* held in Washington, D.C., August 12-15, 1995.
- 1994 Program committee member for *the East-West Conference on Multimedia, Hypermedia, and Virtual Reality* held in Moscow, Russia, September 14-16, 1994.
- 1992-1997 Reviewer for the *International Journal of Artificial Intelligence in Education*

## Professional Service

2002 Workshop co-organizer with Tom Erickson and Susan Herring ("Discourse Architectures: Designing and Visualizing Computer-Mediated Conversation") for *ACM CHI 2002*, Minneapolis, MN, April 22nd, 2002.

## Professional Consulting

2001-2002 Sun Microsystems, Menlo Park, CA

2001 French Ministry of Research and Education, Paris, France

## TEACHING

Ph.D. dissertation co-chair	2001-2003	Nicolas Ducheneaut, "The reproduction of Open Source Software programming communities," School of Information Management and Systems, UC Berkeley (May 2003) other committee members: Peter Lyman, co-chair (UCB), Annalee Saxenian (UCB), John Canny (UCB), Victoria Bellotti (PARC) current position: Research Scientist, PARC (Palo Alto Research Center, formerly Xerox PARC), Palo Alto, CA
Ph.D. dissertation committee	2001-2002	Benjamin Gross, visiting scholar at School of Information Management & Systems, UCB and doctoral candidate at the Graduate School of Library and Information Science (GSLIS) at the University of Illinois Urbana-Champaign (UIUC) (with Professors Les Gasser (UIUC), Geoffrey Bowker (UCSD))
Ph.D. Qualifying Examination Committee	2002	James Lin, Computer Science Division, UC Berkeley (with Professors James Landay, Jennifer Mankoff, and John Canny (UCB))
	2001	Adam Janin, Computer Science Division, UC Berkeley (with Research Scientist Nelson Morgan (International Computer Science Institute, Berkeley), and Professors Jerry Feldman (UCB) and Katherine Yelick (UCB))
	2001	Mark Bartlett, History of Consciousness Department, UC Santa Cruz (with Professors Donna Haraway (UCSC), David Hoy (UCSC), and Mark Franko (UCSC))
Master's project director	2002	Marie-Louise Cremer, Dhea Maloney, Mary Thomson: "Mnemosyne", School of Information Management and Systems, UC Berkeley (May 2002)
	2002	James Reffell, Moryma Aydelott, Jean-Anne Fitzpatrick: "Breaking Story," School of Information Management and Systems, UC Berkeley (May 2002)
	2002	Craig Rixford, Mahad Ibrahim, Michael Kim: "Street Stories," School of Information Management and Systems, UC Berkeley (May 2002)



	UCB-ISI 602	<i>Individual Study for Ph.D. Students</i>
semester S02	UCB-ISI 290-1	<i>New(s) Media</i> <a href="http://www.sims.berkeley.edu/courses/is290-1/s02/">www.sims.berkeley.edu/courses/is290-1/s02/</a>
	UCB-ISI 298	<i>Directed Group Study (Graduate)</i>
	UCB-ISI 299	<i>Individual Study (Graduate)</i>
	UCB-ISI 602	<i>Individual Study for Ph.D. Students</i>
F02		on leave at Princeton University

### **UCSC**

W03	FDM 170A	<i>Fundamentals of Digital Media Production</i> <a href="http://artstream.ucsc.edu/film170a/Winter2003/">artstream.ucsc.edu/film170a/Winter2003/</a>
S03	FDM 20C-01	<i>Introduction to Digital Media</i> <a href="http://artstream.ucsc.edu/film20c/Spring2003/">artstream.ucsc.edu/film20c/Spring2003/</a>
	FDM 197-01	<i>Senior Workshop in Digital Media</i> <a href="http://artstream.ucsc.edu/film197/">artstream.ucsc.edu/film197/</a>
F03	FDM 170A	<i>Fundamentals of Digital Media Production</i> <a href="http://dmedia.ucsc.edu/fdm170a/Fall2003/">dmedia.ucsc.edu/fdm170a/Fall2003/</a>
W04	FDM 194G	<i>New(s) Media</i> <a href="http://dmedia.ucsc.edu/fdm194g/Winter2004/index.html">dmedia.ucsc.edu/fdm194g/Winter2004/index.html</a>
	FDM 171D	<i>Social Information Spaces</i> <a href="http://dmedia.ucsc.edu/fdm171d/Winter2004/index.html">dmedia.ucsc.edu/fdm171d/Winter2004/index.html</a>
	FDM 199	<i>Independent Study (Undergraduate)</i>
	FDM 299	<i>Independent Study (Graduate)</i>