

TODD A. RICHMOND, Ph.D.

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EDUCATION:

Ph.D., Chemistry January 1994
California Institute of Technology, Pasadena, CA
B.A., Chemistry, *Summa Cum Laude* May 1987
University of San Diego, San Diego, CA

EXPERIENCE:

Director, Mixed Reality Lab and Studio June 2016 to present
Institute for Creative Technologies, University of Southern California
Leadership for the Mixed Reality Lab (ICT) and Mixed Reality Studio (School for Cinematic Arts). Provide strategic vision and tactical operations. Labs are focused on the new immersive mediums (AR, VR, Mixed Reality), their application, implications and future directions. The lab performs basic and applied research as well as prototype development around content development, user experiences, and assessment. <http://www.ict.usc.edu/projects/mxr/>

Director, Advanced Prototypes and Transition July 2012 to present
Institute for Creative Technologies, University of Southern California
Member of the senior management team, also responsible for direction of the advanced prototypes group as well as project creation and development at a University Affiliated Research Center focused on immersive and interactive digital media and experiences for learning and training. Areas of inquiry include virtual, augmented, and mixed reality, serious games, simulations, multimedia narratives, artificial intelligence, reinventing K-12 and higher education. <http://www.ict.usc.edu>

Adjunct Professor Spring 2005, 2015-2016, Spring 2017
University of Southern California
Faculty of record for courses at the USC School of Cinematic Arts (MAP 475 Augmented Reality Spring 2017, CTIN 499 Portable Video - Spring 2005) and USC Marshall School of Business (MOR 571 Leadership and Executive Development).

Project Director January 2006 to June 2012
Institute for Creative Technologies, University of Southern California
Responsible for leading a variety of interdisciplinary projects focused on training, education, and operations. Directly involved in business development and client management, creative vision and design, and project management. Over \$20M in sponsored projects during this period.

Research Fellow January 2006 to June 2007
Institute for Creative Technologies, University of Southern California
Annenberg Center for Communication, University of Southern California
Basic and applied research in the broad field of digital networked media, social networks, and social software. Special emphasis on communications strategies, both internal and external, applications of social software and “disruptive technologies” in academia, and applications of games and simulation for training and education. External funding from William and Flora Hewlett Foundation.

Senior Administrative Director September 2000 to December 2005
Annenberg Center for Communication, University of Southern California
Responsible for the day-to-day operations of an independent new media and communications research unit with an annual operation budget of over \$10 Million. Provide oversight and assistance for funded projects, and identify potential collaborators. Seek out new areas of investigation, especially in the applications of digital assets and network technologies.

MIS Director, Web Administration

March 2000 to August 2000

Information Services Division, University of Southern California

Responsible for management of the USC web space. Provide vision, strategic planning, and direction for a variety of Internet initiatives including eCommerce, portals, database integration, and distance learning. Supervision of the Internet Publishing Center and the ISD Web Services group. Oversee all aspects of web site creation including consultation with clients, budgeting, information design and organization, content creation and editing, programming, and graphic design.

Assistant Professor of Chemistry

August 1995 to May 2000

Joint Science Department, The Claremont Colleges

Responsible for teaching general, organic, medicinal, and biochemistry lecture courses, general and organic chemistry lab courses. Directing undergraduate research projects in the fields of protein engineering, enzyme evolution, and the integration of Internet technologies into education. Curriculum development for medicinal and biochemistry.

Independent Contractor

June 1997 to March 2000

Web Design and Consulting

Web design and consulting for educational and business Internet sites. Projects included a complete redesign of the Caltech Chemistry Web space and a commercial vertical integration site. System design, information architecture, and usability studies also performed.

Visiting Postdoctoral Fellow

January 1994 to July 1995

University of California, San Francisco, Department of Pharmaceutical Chemistry

Investigated the properties and mechanism of action of HIV Integrase. Learned techniques and concepts of protein engineering, computational chemistry, molecular modeling, and structure based drug design.

Graduate Research Assistant

September 1988 to December 1993

California Institute of Technology, Division of Chemistry and Chemical Engineering

Used a variety of chemical, biochemical, molecular biology, and spectroscopic techniques to study structure/function relationships, and the mechanism of action of beta-lactamase, one of the enzymes responsible for penicillin resistance in bacteria. Also served as a teaching assistant for organic and biochemistry lecture courses.

Audio/Visual Production

June 1979 to October 1983

SlideServices, San Diego, CA

Programming and production for corporate training and educational multimedia presentations. Extensive audio engineering, visual design, and voice-over narration.

SELECTED PUBLICATIONS & PRESENTATIONS:

“The Art of Science - and Vice Versa” invited talk USC mHealth Collaboratory, Los Angeles, CA 2017

“Science and Technology Futures Initiative” poster presentation, Citizen Science Conference, Minneapolis, MN 2017.

“The Innovation Spectrum: Exploring Left of Boom” paper presentation, Modsim World 2017, Virginia Beach, VA 2017.

“AR/VR: The Promise and the Danger Beyond the Hype” panel presentation, South by Southwest (SxSW) Interactive, Austin, TX 2017

“Augmented Reality vs. Virtual Reality” panel presentation, ENGAGE - The LA Digital Storytelling Conference, Sony Studios, Culver City, CA 2017

“Emulsional Worlds as a Means to Explore and Understand the Impact of New Immersive Mediums (AR/VR/VxR)” keynote talk, 50th Annual Hawaiian International Conference on Systems Science,

Waikaloa, HI 2017.

“AI - Beyond the Final Frontier” panel presentation at Techtainment 2.0: Technology + Entertainment, LAIPLA, Los Angeles, CA, November 2016.

“VR and Science” panel presentation for Alfred P. Sloan Foundation Science Seminar, Los Angeles, CA September 2016.

Closing remarks, 10th Annual USC Body Computing Conference, Los Angeles, CA September 2016.

“Breaking Time and Space: Implications for Humans” presentation to USC Staff Assembly, Los Angeles, CA September 2016.

“Implications of AR and VR in K-12 Education,” keynote presentation to Acer America Education Advisory Council, San Jose, CA May 2016.

“The USC Virtual Care Clinic - Borderless Healthcare,” panel presentation, Heart Rhythm Scientific Sessions, San Francisco, CA May 2016.

“The Future of Interfaces,” invited talk, Singularity/X-Prize Innovation Partner Program, Palo Alto, CA April 2016

“Virtual Physicians - The Future of Healthcare,” panel presentation, South by Southwest (SxSW) Interactive, Austin, TX March 2016.

“VR and Emerging Technologies,” w/IEEE at Consumer Electronics Show (CES), Las Vegas, NV January 2016.

“Emulsional Worlds,” invited talk, TBWA\Chiatt\Day Technology and Narrative Workshop, December 2015.

“New Mixed Realities,” NewCo Los Angeles, Playa Vista, CA November 2015

“Inside the Business: Creative VR Content,” moderator, Trojan Entertainment Network event, Los Angeles, CA November 2015

Closing remarks, 9th Annual USC Body Computing Conference, Los Angeles, CA October 2015

“Breaking Time and Space: Blended is the New Reality” keynote address, Global Tech Summit, Playa Vista, CA August 2015

“Innovation and Rapid Evolutionary Design by Virtual Doing: Understanding Early Synthetic Prototyping (ESP)” Richmond, T. et. al. peer-reviewed paper, 2015 Fall Simulation Interoperability Workshop conference, Orlando, FL.

“Immersive Training Environment” invited panel participant, Training and Simulation Industry Symposium, Orlando, FL June 2015

Suma, E., Krum, D., Richmond, T., and Bolas, M. The MxR Lab at the USC Institute for Creative Technologies, IEEE Virtual Reality 2015.

“The Future of Education: Emerging Technologies” invited panel speaker, Schools That Can 2015 National Forum, Loyola Marymount University, Los Angeles, CA May 2015

“Creativity and Innovation.” Speaker, USC Executive Town Hall Meeting, Los Angeles, CA Mar 2015

“Mixed Reality Habitats.” South by Southwest (SxSW) Interactive panel presentation, Austin, TX Mar 2015

“Human Dimension Realistic Training.” Invited panel speaker, Force 2025 Industry Forum, CAC-T, Ft. Leavenworth, KS Feb 2015

“Empathy and Constituencies – Seeing the World Through Other’s Eyes,” guest lecturer, MOR 571, USC Marshall School of Business (2012-2015).

“What’s the Next Big Thing in Gaming.” Invited speaker, SoCal Innovation Forum, Pasadena, CA Dec 2014

“Wearables, Internet of Things, and Hardware.” Invited panel speaker, USC Innovation Forum, Los Angeles, CA Oct 2014

“Immersive/Mixed Realities: Your Future.” Invited talk, 8th Annual Body Computing Conference, Los Angeles, CA Oct 2014

“Future Holistic Training Environment – Live Synthetic.” Invited panel speaker, CAC-T Industry Forum, Ft. Eustis, VA, June 2014

“Mobile personal healthcare mediated by virtual humans.” Anton Leuski, Rasiga Gowrisankar, Todd Richmond, Ari Shapiro, Yuyu Xu, Andrew Feng), peer-reviewed paper in Proceedings of the companion publication of the 19th international conference on Intelligent User Interfaces, ACM Press, 2014

“Living in the V.A.P.O.R. – Dealing with Multiple Streams in Work and Play.” Invited talk, 2014 Microsoft Innovation Outreach Partnership Forum, Burbank, CA, May 2014.

“Building the Holodeck.” Invited panel speaker, AUSA Winter Conference, Hunstville, AL. February 2014

“Analog Soul – Digital World.” Todd Richmond. TEDx Venice Beach, September 2013.

“Assessing Learning From a Mixed-Media Mobile Counter-IED Trainer.” M.J. Hays, T.M. Silva, T. Richmond, peer-reviewed paper in Proceedings of the 34th Interservice/Industry Training, Simulation, and Education Conference. December 2011

“Technologies and the development of the Automated Metadata Indexing and Analysis (AMIA) system.” Pei-Ying Chiang, May-chen Kuo, Jessy Lee, C.-C. Jay Kuo, Todd Richmond, Milton Rosenberg, Jeff Lund, Kip Haynes, Lindsay Armstrong, peer-reviewed paper in Journal of Visual Communication and Image Representation, volume 21, 2010.

“Rapid Development of a Mixed-Media, Deployable Counter-IED Trainer.” M.J. Hays, T.M. Silva, T. Richmond, peer-reviewed paper in proceedings of the 33rd Interservice/Industry Training, Simulation, and Education Conference. December 2010

“Networked Publics: Selected Essays on Digital Media, Culture and Life.” MIT Press, 2008.

“Social Software in Education: Backchannel and other Disruptive Technologies.” Part of a special workshop at the 40th Hawaii International Conference on Systems Science, January 2007.

“Open Education Resources: Coherent Anarchy?” DIY Media Seminar, USC Annenberg Center for Communication, October 2006.

“Research, Development and Investment in Entertainment Technologies and Media Studies Innovation: From the University to Industry Application.” Moderator for panel discussion, University Project at Digital Hollywood. October 2006

“OER in 2010: Wither Portals?” White paper for Hewlett Foundation. September 2006.

“USC DigitalConnections for the Communications Critical Pathway: Experimental platforms for fostering bottom-up cross-disciplinary activities in a digital age.” White paper with John Seely Brown. August 2006

"Network Futures: NeutralNet." Multimedia presentation for Netpublics Conference, production and narration. With Francois Bar. May 2006

Network Futures: TCNOtopia," Multimedia presentation for Netpublics Conference, production and narration. With Wally Baer. May 2006

Network Futures: Automata," Multimedia presentation for Netpublics Conference, production and narration. With Shahram Ghandeharizadeh and Fernando Ordonez. May 2006

"Envisioning the Future of Digital Entertainment." Moderator for panel discussion, University Project at Digital Hollywood, March 2006.

"Data Management Techniques for Continuous Media In Ad-Hoc Networks of Wireless Devices." Shahram Ghandeharizadeh, Ahmed Helmy, Bhaskar Krishnamacahri, Francois Bar, and Todd Richmond. In Encyclopedia of Multimedia, Furht, Borko (Ed.), Springer, XXVIII, 989, ISBN: 0-387-24395-X, 2006

"Data Discovery, Routing and Traffic Patterns. Shahram Ghandeharizadeh, Ahmed Helmy, Bhaskar Krishnamacahri, Francois Bar, and Todd Richmond." In Encyclopedia of Multimedia, Furht, Borko (Ed.), Springer, XXVIII, 989, ISBN: 0-387-24395-X, 2006.

"Placement of Continuous Media in Ad-Hoc Networks of Devices." Shahram Ghandeharizadeh, Ahmed Helmy, Bhaskar Krishnamacahri, Francois Bar, and Todd Richmond. In Encyclopedia of Multimedia, Furht, Borko (Ed.), Springer, XXVIII, 989, ISBN: 0-387-24395-X, 2006.

"Social Software Applications in Academia." Special workshop at the 39th Hawaii International Conference on Systems Science, January 2006.

"Digital Lifestyle in the University." Moderator for panel discussion, University Project at Digital Hollywood, September 2005.

"Fast and Easy: The Future of WiFi and Beyond for the City of Los Angeles." Mayor's Advisory Panel. Published May 2005.

"Envisioning the Future of Digital Entertainment." Moderator for panel discussion, University Project at Digital Hollywood, March 2005.

"Socialware for Learning Environments." Special workshop at the 38th Hawaii International Conference on Systems Science, January 2005.

"Integrating the Digital Lifestyle into the University." Moderator for panel discussion, University Project at Digital Hollywood, September 2004.

"Communications Critical Pathway at USC: Digital Connections and Change." White paper on university-wide programs and policies relating to digital communications and their applications in the educational space. January 2004.

"Communications Critical Pathway at USC: Grand Challenges." White paper on university-wide programs relating to digital communications and their applications in the educational space. September 2002.

"Engineered Metal Binding Sites on Green Fluorescent Protein." Todd A. Richmond, Terry Takahashi, Riti Shimkhada, and Jennifer Bernsdorf, peer-reviewed paper in Biochemistry & Biophysics Research Communications, v. 268, No. 2, pp. 462-465, 2000.

"Design and Engineering of a Protein-Based Metal Sensor" Riti Shimkhada, Terry Takahashi, Todd A. Richmond. Paper Presentation, 1st Annual CORE21 Technology Transfer Symposium, Ontario, CA 1998.

"Engineering Green Fluorescence Protein: Development of a New Class of Protein-Based Metal Sensors" Terry Takahashi, Jennifer Bernsdorf and Todd A. Richmond. Poster Presentation, 1997 Southern California Conference of Undergraduate Research, Los Angeles, CA.

"Using the World Wide Web in a Biochemistry Lecture Course: Protein Structure Modeling and Student Publishing" Todd A. Richmond. Paper Presentation, 203rd American Chemical Society National Meeting, San Francisco, CA 1997.

"Using the World Wide Web to Augment Chemistry Laboratory Education" Kersey A. Black and Todd A. Richmond. Presentation, 203rd American Chemical Society National Meeting, San Francisco, CA 1997.

"Synthesis, Characterization, and Molecular Modeling analysis of photoaffinity labeling compounds for TCHQ Dehalogenase" Melissa Homesley and Todd A. Richmond. Poster Presentation, 1996 Southern California Conference of Undergraduate Research, Los Angeles, CA.

"Structure/function relationships in enzymes: Studies on the mechanism of beta-lactam hydrolysis by RTEM-1 beta-lactamase." Todd A. Richmond, Michael R. Emerling, David M. Long, Steve S. Carroll, William J. Healy, John H. Richards. ACS Abstracts, 1995.

"Direct pKa measurement of an active site residue by site-directed mutagenesis, chemical modification and 15N-NMR" Todd A. Richmond and John H. Richards. Poster presentation, 7th Symposium of The Protein Society, San Diego, CA 1993.

"Structural requirements for catalysis: Site saturation studies of residue 132 in RTEM- 1 beta-lactamase." Todd A. Richmond and John H. Richards. Poster presentation, 6th Symposium of The Protein Society, San Diego, CA 1992.

"Combinatorial mutagenesis studies on active site residues of RTEM-1beta-lactamase." Todd A. Richmond, Wonhwa Cho, William J. Healy, John H. Richards. Poster presentation, 4th Symposium of The Protein Society, San Diego, CA 1990.

SELECTED PRESS:

"What the Future of Healthcare Looks Like" Fast Company

<https://www.fastcompany.com/videos/list/zcMlxLt/video/YbtTiQP7/this-is-what-the-future-of-health-care-looks-like> 2017

"la cantera que formó a los genios de la realidad virtual de facebook o microsoft" El Diiroio

http://www.eldiario.es/hojaderouter/tecnologia/laboratorio-realidad_virtual-Palmer_Luckey-Mark_Bolas-Nonny_de_la_Pena_0_658984739.html 2017

"on aura tous bientôt notre double digital à la maison" Qwest France [http://www.ouest-](http://www.ouest-france.fr/leditiondusoir/data/4442/reader/reader.html#!preferred/1/package/4442/pub/6093/page/9)

[france.fr/leditiondusoir/data/4442/reader/reader.html#!preferred/1/package/4442/pub/6093/page/9](http://www.ouest-france.fr/leditiondusoir/data/4442/reader/reader.html#!preferred/1/package/4442/pub/6093/page/9) 2017

"Why Virtual Reality Could Create a Danger For Actual Reality" KPCC (NPR affiliate)

<http://www.scpr.org/programs/take-two/2017/06/13/57325/the-under-discussed-dangers-of-virtual-reality/> 2017

"Virtual, Augmented, and Mixed Reality Opens Up a World of Possibilities for Publishing" eContent

<http://www.econtentmag.com/Articles/Editorial/Feature/Virtual-Augmented-and-Mixed-Reality-Opens-Up-a-World-of-Possibilities-for-Publishers-117723.htm> 2017

"Technology, Ethics Meet in Debate Over Virtual Actors." KJZZ (NPR affiliate),

<http://kjzz.org/content/480634/technology-ethics-meet-debate-over-virtual-actors> 2017

"Running With Scissors: Why Some Experts Worry about VR Dangers" Polygon

<http://www.polygon.com/features/2017/4/7/15205366/vr-danger-close> 2017

"Virtual, Augmented and Mixed Reality - Promise and Peril for Education"

Engadget <https://www.engadget.com/2017/01/24/virtual-augmented-and-mixed-reality-promise-and-peril-for-ed/> 2017

"Experts Set to Meet With Fed Government About Need For VR Ethics, More Research" Polygon

<http://www.polygon.com/2017/3/24/15055542/vr-government-regulation> 2017

"Take a Peek Under the Helmet of Virtual Reality at SxSW" NPR All Things Considered

<http://www.npr.org/2017/03/19/520752758/take-a-peek-under-the-helmet-of-virtual-reality-at-south-by-southwest> 2017

"Digital Doubles: Bringing Actors Back to Life" CBS News [http://www.cbsnews.com/news/digital-](http://www.cbsnews.com/news/digital-doubles-bringing-actors-back-to-life/)

[doubles-bringing-actors-back-to-life/](http://www.cbsnews.com/news/digital-doubles-bringing-actors-back-to-life/) 2017

"Why Can't We Stream the Super Bowl in VR? IEEE Expert Explains Game-Changing Tech" International

Business Times <http://www.ibtimes.sg/exclusive-why-cant-we-stream-full-super-bowl-vr-ieee-expert-explains-game-changing-tech-7653> 2017

"Brain Computer Connection Unlocks Possibilities, Both Good and Bad" Voice of America News

<http://www.voanews.com/a/brain-controlled-connection-unlocks-possibilities-benefits-dangers/3708611.html> 2017

"If You're Hoping to Watch all of the Super Bowl in VR, Sorry." CNET [https://www.cnet.com/news/super-](https://www.cnet.com/news/super-bowl-virtual-reality-falcons-patriots/)

[bowl-virtual-reality-falcons-patriots/](https://www.cnet.com/news/super-bowl-virtual-reality-falcons-patriots/) 2017

"How to Become a Unity Developer for AR and VR" Tech Republic

<http://www.techrepublic.com/article/how-to-become-a-unity-developer-for-vr-and-ar/> 2017

"Its Time for VR to Cut the Cord" GearBrain [http://www.gearbrain.com/vr-headsets-wireless-htc-vive-](http://www.gearbrain.com/vr-headsets-wireless-htc-vive-2189293813.html)

[2189293813.html](http://www.gearbrain.com/vr-headsets-wireless-htc-vive-2189293813.html) 2017

"VR and AR at CES" GearBrain <http://www.gearbrain.com/ces-2017-virtual-reality-ar-2165979403.html>

2016

"Is the Retail World Ready for Virtual Reality?" Wall Street Journal Tech Talk

<http://www.wsj.com/podcasts/is-the-retail-world-ready-for-virtual-reality/2E2833DE-6D3D-4EB8-9067-03879D834A7C.html>, 2016

"From Black Friday to Cyber Monday and Beyond: What You Need to Know" USC News

<http://news.usc.edu/111412/from-black-friday-to-cyber-monday-and-beyond-what-you-need-to-know/> 2016

"The staggering successes and abysmal failures of VR's long, weird history – VR's 25 Greatest

Innovators" Polygon <http://www.polygon.com/2016/10/26/13401128/25-vr-greatest-innovators> 2016.

"Microsoft Hires USC Mixed Reality Pioneer Mark Bolas" UploadVR [http://uploadvr.com/mark-bolas-](http://uploadvr.com/mark-bolas-microsoft/)

[microsoft/](http://uploadvr.com/mark-bolas-microsoft/), 2016

"Why Are Millennials Already Nostalgic for Music from 10 Years Ago?" LA Weekly

<http://www.laweekly.com/music/why-are-millennials-already-nostalgic-for-music-from-10-years-ago-7435675> 2016

"Palmer Luckey's Mentor, VR Pioneer Moves to Microsoft" Polygon

<http://www.polygon.com/2016/9/21/12999826/vr-pioneer-palmer-luckey-mentor-mark-bolas>, 2016

“Stroll in Mercury’s Sub-conscious” Zeit Online <http://www.zeit.de/kultur/musik/2016-09/google-cardboard-virtual-reality-app-queen-bohemian-rhapsody>, 2016

“Virtual Reality on the Horizon” Inside Higher Ed
<https://www.insidehighered.com/news/2016/07/13/despite-hype-virtual-reality-still-years-away-making-difference-higher-ed> 2016

“Pot of Cold Water Poured Down: Olympic VR Broadcast is Just a Gimmick?” C114 China.
<http://www.c114.net/news/211/a968869.html> 2016

“Microsoft Hololens Revealed” TechNews Taiwan <http://technews.tw/2016/08/23/microsoft-hololens-tsmc/> 2016

“Four Ways Future Olympic Viewing Will Be Vastly Improved” Inverse
<https://www.inverse.com/article/20047-4-ways-olympics-will-be-watched> . 2016

“Virtual Reality is Making Marketing and Training More Effective for Business” Business News Daily,
<http://www.businessnewsdaily.com/9344-virtual-reality-business-predictions.html>. 2016

“4 Ways to Invest in Games” US News and World Reports,
<http://money.usnews.com/investing/articles/2016-08-01/4-ways-to-invest-in-games>, 2016.

“Strange Things Happen When People Play Pokemon Go” Voice of America,
<http://www.voanews.com/content/pokemon-go-mobile-app-wildly-popular/3426667.html>, 2016

“Virtual reality ho! Startups race to stake a claim in new field” San Francisco Chronicle
<http://www.sfchronicle.com/business/article/Virtual-reality-ho-Startups-race-to-stake-a-7223695.php>, 2016

“AR/VR’s Impact on Academia” EdTechDigest, guest column,
<https://edtechdigest.wordpress.com/2016/04/07/arvrs-impact-on-academia/>, 2016

“How Pokemon Go Could Change the Course of Technology” Market Watch,
<http://www.marketwatch.com/story/how-pokemon-go-could-change-the-course-of-technology-2016-07-12>, 2016

“Pokemon Go Popularity is Also Warping Real Life” ABC News,
<http://abcnews.go.com/Technology/wireStory/pokemon-gos-digital-popularity-warping-real-life-40515644>, 2016

“Virtual Reality Explodes Onto the Consumer Market, But Will it Disappoint?” Voice of America,
<http://www.voanews.com/content/virtual-reality-explodes-onto-consumer-market-but-will-it-disappoint/3285180.html>, 2016

“The Future of Virtual Reality” Wharton Business Radio, 2016

“Virtual Physicians” SXSW Baby interview, <http://sxswwebcast.com/2016/03/16/sxsw-baby-interview-virtual-physicians/>, 2016

“How Millenials are Finding Joy in Music” USC Annenberg Media,
<http://www.uscannenbergmedia.com/2016/02/11/how-millenials-are-finding-joy-in-nostalgia/>, 2016

“Virtual Reality: Poised to Bring Big Changes to Education?” EDWeek,
<https://marketbrief.edweek.org/marketplace-k-12/virtual-reality-the-next-big-thing-poised-to-transform-education/>, 2016

“Talking VR” with Eamonn Dignam on FoxBits247, SiriusXM and Fox affiliates, 2016

“No VR Headsets Needed by 2030 Suggest IEEE Survey from CES 2016” VR Focus,
<http://vrfocus.com/archives/28193/no-vr-headsets-needed-by-2030-suggests-ieee-survey-from-ces-2016/>, 2016

“Welcome to the Immersive Era” in Correio Braziliense, 2016

“Holograms Coming to a Military Theater Near You” Signal Magazine,
<http://www.afcea.org/content/?q=Article-holograms-coming-military-theater-near-you>, 2016

“Consumer VR Explodes in 2016” C114, <http://www.c114.net/news/22/c18070.html>, 2016

“IEEE Survey Predicts the End of VR Headsets by 2030” Dealerscope,
<http://www.dealerscope.com/article/ieee-survey-predicts-the-end-of-vr-headsets-by-2030/>, 2016

“Overnight Hackathon Shows the Promise of Virtual Reality as a Health Care Tool” USC News,
<http://news.usc.edu/87102/overnight-hackathon-shows-the-promise-of-virtual-reality-as-a-health-care-tool/>, 2015

“Virtual Reality is coming to sex, sports and Facebook” in USA Today,
<http://www.usatoday.com/story/tech/2015/03/27/virtual-reality-oculus-rift-facebook-vr-will-be-everywhere/70547882/>, 2015

“Why Gamers are Excited about Virtual Reality and Augmented Reality” Fortune,
<http://fortune.com/2015/09/11/gamers-are-excited-about-vr-ar/>, 2015

“AR/VR Blended Games to be as Common as Video Games by 2017: Study” Voice and Data,
<http://www.voicendata.com/arvr-blended-games-to-be-as-common-as-video-games-by-2017-ieee-study/>, 2015

“Facebook Betting on Virtual Reality Explosion” Stuff (New Zealand),
<http://www.stuff.co.nz/technology/social-networking/67542538/Facebook-betting-on-virtual-reality-explosion>, 2015

“I Wore the Navy’s Oculus Rift and it Showed Me the Future of Warfare, Gizmodo, <http://gizmodo.com/i-wore-the-navys-oculus-rift-and-it-showed-me-the-fut-1526723869>, 2014

“Incendiary Traces: Sketching Simulated Battlefields in Silicon Beach” KCET,
<http://www.kcet.org/arts/artbound/counties/los-angeles/incendiary-traces-sketching-simulated-battlefields-in-silicon-beach.html>, 2014

“When Virtual Reality Goes Beyond Gaming” Popular Mechanics,
<http://www.popularmechanics.com/culture/gaming/a10259/when-virtual-reality-goes-beyond-gaming-16611699/> (photo credit) 2014

“BlueShark: Where the US Navy Dreams Up the Battleship Interfaces of Tomorrow” The Verge,
<http://www.theverge.com/2014/1/26/5346772/blueshark-us-navy-oculus-rift-virtual-interface>, 2014

“Does Mobile Learning Work?” Defense News,
<http://www.defensenews.com/article/20121221/TSJ02/312210005/Does-Mobile-Learning-Work->, 2012

“Video Games Train Troop to Find, Mark IEDs” Defense News,
<http://www.defensenews.com/article/20120912/DEFREG02/309120002/Video-Games-Train-Troops-Find-Mark-IEDs>, 2012

“A Bumpy Road to Mobile Learning” Defense News,
<http://www.defensenews.com/article/20121220/TSJ01/312200009/A-Bumpy-Road-Mobile-Learning>, 2012

“Thinking Like an Insurgent” Defense News,

<http://archive.defensenews.com/article/20100621/DEFFEAT01/6210311/Thinking-Like-an-Insurgent>, 2010

“Virtual Simulations Help Hone Survival Skills” Defense Systems,

<http://archive.defensenews.com/article/20100621/DEFFEAT01/6210311/Thinking-Like-an-Insurgent>, 2010

“Video Games: Not Just Jumping for Coins” The Officer,

<http://www.officer.com/article/10249062/video-games-not-just-jumping-for-coins>, 2008

SELECTED ADMINISTRATION AND OUTREACH:

Content Ecology: Curriculum Working Group

Pardee RAND Graduate School

Work with Pardee RAND faculty, staff, and outside consultant to re-envision curriculum for the public policy graduate program.

Mars Habitat Standing Review Panel

NASA, Johnson Space Center

Review current NASA research portfolio and trajectories related to cis-Lunar missions and eventually transport and habitats on Mars.

MOR 571 Leadership and Executive Development, Guest Lecturer

USC Marshall School of Business

Present to multiple sections of this MBA course, speaking on the topic of aligning critical constituencies: seeing through other’s eyes.

Giving Music, Musician/Advisor

Los Angeles, CA

Involved in the formation and ongoing support of a 501c3 focused on providing free/low-cost musical entertainment for nursing homes, extended care, and related audiences/facilities.

Bass Nature Camp, Staff

Victor Wooten Music Nature Camps, Only, TN

Assist with camp setup and teardown, support activities and curriculum, staff photographer.

Open Education Resources Portal, Advisory Board Member

Institute for the Study of Knowledge Management/Hewlett Foundation, Half Moon Bay, CA

Assist in the design and implementation of a major portal development project designed to aggregate the content from the Open Education Resources project.

Open Language Learning Initiative, Technical Advisory Board Member

Coastline Community College, Fountain Valley

Involved in the preliminary design and subsequent ongoing development of an interactive project designed to teach English to Chinese middle school students. Participate in system design and interface with both U.S. and Chinese officials.

Networked Publics Research Theme, Director

University of Southern California, Los Angeles, CA

Organize and oversee a major research initiative on the topic of “networked publics.” Hire postdoctoral, faculty, mid-career and graduate student fellows and help set research agenda and infrastructure. Program began July ’05.

University Project, Advisory Board Member

Digital Hollywood, Los Angeles, CA

Create a twice-yearly gathering place for an international community of faculty and administrators in entertainment, media studies, production and technology to explore, to share and to help integrate the process of global media and entertainment education with the professional digital media experience.

Social Software in the Academy, Co-director
University of Southern California, Los Angeles, CA

Initiate and oversee collaborative inter-university workshops and conferences on the topic of uses and applications of social software tools in academic environments. Serve as a “thought leader” as well as practitioner.

Games @ USC, Senior Advisor
University of Southern California, Los Angeles, CA

Interdisciplinary group focused on games, broadly construed. Help facilitate the development of various academic programs between schools and disciplines. Also assist with outreach to commercial entities and create non-traditional partnerships.

Institute for the Future of the Book, Co-PI
University of Southern California, Los Angeles, CA

A collaborative research project between the Mellon and Macarthur Foundations and the Annenberg Center (\$1.8M in external funding), looking at the future of the book in a digital age. Includes a major open source software development project to create rich media authoring tools.

Committee to Examine Information Services, Member
University of Southern California, Los Angeles, CA

Provost-appointed committee charged with a complete restructure of the core Information Services Division at USC (\$40M annual budget). The group will devise strategy, policy, and structure for a “Federated State” model of information services.

Digital Dissertation Committee, Founding member
University of Southern California, Los Angeles, CA

University group looking at next generation solutions for dissertations in a digital age. Devised pilot program to create electronic theses for the '05-'06 academic year.

High Performance Computing and Communications, Advisory Board Member
University of Southern California, Los Angeles, CA

Committee responsible for strategic planning of university research computing resources. Particular emphasis on Linux clusters and high-speed network infrastructure.

Intellectual Property Clinic, Co-Founder
University of Southern California, Los Angeles, CA

Clinic program at the USC Law School and in collaboration with the Annenberg Center and Information Services Division.

Digital Culture Group, Member
University of Southern California, Los Angeles, CA

Monthly working group comprised of members from various universities in the Los Angeles area with a focus on topics relevant to digital culture and technologies.

Committee on Information Services, Member
University of Southern California, Los Angeles, CA

The major faculty/staff committee focused on strategic planning and implementation for information technology resources on campus.

Pervasive Media Group, Co-Founder
University of Southern California, Los Angeles, CA

Nascent research group with a focus on pervasive and immersive media with special attention on the peer-2-peer and social software spaces.

LA Basin Project, Advisor

University of Southern California, Los Angeles, CA

Pilot project on aggregation and dissemination of expertise in multimedia literacy to post-secondary schools in the Los Angeles area. Joint with the Federation of American Scientists.

Mobile Media Institute, Senior Advisor

University of Southern California, Los Angeles, CA

Interdisciplinary institute focused on a variety of aspects of mobile media. Collaborative project between six schools (Business, Cinema-TV, Communications, Engineering, Law, and Music) as well as six research centers.

USC Games Institute, Founding Member

University of Southern California, Los Angeles, CA

Interdisciplinary ORU focused on games, broadly construed. Help facilitate the development of various academic programs between schools and disciplines. Also assist with outreach to commercial entities and create non-traditional partnerships.

Mayor's WiFi Advisory Panel, Sub Committee Chair

City of Los Angeles, Los Angeles, CA

Served on a panel of experts to provide the mayor's office with a strategic plan on how Los Angeles could lead the way in providing fast communication and easy Internet access to its residents, businesses and visitors.

Information Technology Committees, Member

Claremont McKenna and Pitzer Colleges, Claremont, CA

Responsible for creating college-wide computing policy, as well as the restructuring of the Pitzer College information technology department. Creation of long-term planning documents and integration of all media and information technology departments into a single organization. Addressed issues including student technology fluency requirements, options for requiring student laptops, and "smart classroom" design/deployment.

Web Technology Workshops, Leader

The Claremont Colleges, Claremont, CA

Led workshops designed to teach faculty members how to incorporate the web into education (a part of The Claremont Colleges Mellon Foundation Grant). Over the course of these sessions, more than 75 faculty members were trained in topics ranging from basic HTML to utilization of audio and video.

Alumni Association, Career Development Center and Connect@Caltech

California Institute of Technology, Pasadena, CA

Served as speaker and student mentor at a variety of events designed for graduate students and postdoctoral fellows seeking employment in both academia and alternative careers.

Board of Directors

CORE21, Riverside, CA

Consortium of Inland Empire University and business leaders focused on technology transfer and commercialization of academic research. Responsible for establishing consortium structure and policy, symposium organization, and creation and administration of CORE21 Web site.