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University of California, San Diego (UCSD)

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EDUCATION

Ph.D. in Literature and Technology, University of California, Santa Barbara 2007.

Dissertation: "Command Lines: Aesthetics and Technique in Interactive Fiction and New Media."

Chair: Alan Liu. Committee: Rita Raley, William Warner.

B.A. in English, concentration in Writing, Pomona College 1999.

ACADEMIC POSITIONS

Postdoctoral Researcher, Center for Research in Computers and the Arts (CRCA) and Software Studies Initiative, University of California, San Diego. Appointed to lead development of a new research lab, expanding digital media studies in the emerging areas of software studies and cultural analytics. 2007-2010. <http://lab.softwarestudies.com>

Postdoctoral Researcher, Computer Science, University of California, Santa Cruz. Appointed to develop and launch the Center for Games and Playable Media. 2010.

GRANTS

National Science Foundation (NSF). "EAGER: A Cultural Analytics Framework for Identifying and Integrating Creative Patterns of User Behavior and Experience in the Scalable City Multi-User Virtual World." National Science Foundation. Proposal Co-Author. 2010-2012. \$300,000.

National Endowment for the Humanities (NEH). "Interactive Visualization of Media Collections for Humanities Research." Digital Humanities Start-Up Grant II. Proposal Co-Author, 2010-2011. \$50,000.

Calit2. "Interactive Supervisualization of Large Image Collections for Humanities Research." Calit2 Strategic Research Opportunities Program (CSRO). Supported researcher. 2010-2011.

MacArthur Foundation, Humanities, Arts, Sciences and Technology Advanced Collaboratory (HASTAC). "Playpower: Learning Games for Radically Affordable Computers." Digital Media and Learning Competition. Principle Investigator, 2009-2010. \$170,000.

NEH, National Energy Research Scientific Computing Center (NERSC). "Visualizing Patterns in Databases of Cultural Images and Video." Humanities High-Performance Computing. Proposal Co-Author, 2008-2009. 330,000 supercomputer hours + support.

PUBLICATIONS

"Visualizing Change: Computer Graphics as a Research Method" with Lev Manovich. *Imagery in the 21st Century*. Oliver Grau, ed. MIT Press. In press, 2011.

Mapping Time: Visualizations of Temporal Patterns in Media and Art with Lev Manovich and William Huber. Exhibition catalog. San Diego: gallery@calit2. Forthcoming, Winter 2011.

"How Do We Read Code?" *electronic book review*. Forthcoming, Dec 2010.

“Enlightening Interactive Fiction: Andrew Plotkin’s *Shade*.” *Second Person: Role-Playing and Story in Games and Playable Media*. Pat Harrigan and Noah Wardrip-Fruin, eds. MIT Press. 2007.

“Workplace is Mediaspace is Cityscape: an interview with Nick Montfort on *Book and Volume*.” *The Iowa Review Web: Reconfiguring space and place in new media writing*. 8.1 (2006).

“Benchmark Fiction: A Framework for Comparative New Media Studies” with Christy Dena and Mark Marino. *Proceedings of the Digital Arts and Culture Conference*. (2005): 89-98.

Books in progress:

*10 PRINT CHR\$(109+RND(1)*2); : GOTO 10*. Under contract with MIT Press, expected 2012. An experimental collectively authored monograph with Baudoin, Bell, Bogost, Marino, Mateas, Montfort, Reas, Sack, Sample, and Vawter. Offers close readings of the eponymous code as a basis for broader cultural criticism of computing, digital textuality, and procedural literacy.

Close Reading Electronic Literature: A Case Study using William Poundstone’s “Project for the Tachistoscope: [Bottomless Pit].” Book proposal under review. Co-authored with Jessica Pressman and Mark Marino. Approaches the same work from three distinct perspectives—traditional literary hermeneutics, critical code studies, and humanities information visualization.

Command Lines. Monograph on approaches to interactive fiction. Uses the topic to organize, compare, and connect a series of emerging critical approaches in software studies and the digital humanities.

TEACHING

Visual Arts Department, University of California, San Diego:

Lecturer: VIS 145B: Sculpting Time (Time and Process Based Digital Media II). Winter 2010.
Original course design in Interdisciplinary Computing and the Arts (ICAM) program.

English Department, University of California at Santa Barbara:

Honor: Outstanding Teaching Assistant 2004-2005. *Based on student reviews and syllabus design.*

Instructor: English 10 LCI: Literation: Lists in Literature. Fall 2006. *Original course design in Literature and Cultures of Information.*

Instructor: English 10: Textropolis: Cities of Information. Winter 2005. *Original course design.*

Teaching Assistant: English 10 LCI: Literature and the Culture of Information. Prof. Alan Liu, Fall 2004. *Designed and taught pioneering course for new undergraduate specialization in LCI.*

Teaching Assistant: English 192: Science Fiction. Prof. James Donelan, Spring 2001.

Teaching Assistant: English 193: Detective Fiction. Prof. Chris Newfield, Fall 2000.

Writing Program, University of California, Santa Barbara

Instructor: Writing 2. Supervisor Madeleine Sorapure. Fall 2002-2003.

Workshops:

“Live Typing” workshops for ELO pre-conference attendees. Electronic Literature Organization AI: Archive & Innovate. Brown University, June 2010.

“Playpower,” two workshops for media arts and computer science students. Led with Don Miller, Cicero Inacio da Silva and Thiago Franco at Federal University of Juiz de Fora, Brasil, and at Fundação Getúlio Vargas, Rio de Janeiro, Brasil, May 2010.

“Sampling/Rendering” workshop sequence for digital animation graduate students.

Day 1: “Sampling. Scientific Image Processing Tools for Digital Art and Animation.”

Day 2: “Rendering. Large, Infinite, and Fractal Data for Digital Art and Animation.”

Tecnológico de Monterrey, Toluca Mexico. Oct 2009.

Classroom guest lectures:

12 lectures on topics of hypertext and interactive fiction, digital narrative, game design, and time in digital media: Pomona College (English department), University of California, San Diego (Communication, History, and Visual Arts departments), University of California, Santa Barbara (English Department and Freshman Seminar Program), and University of Southern California (Writing Program). 2004-2010.

NEW MEDIA PROJECTS

Cultural Analytics Projects: a selected list of Software Studies Initiative projects on which I served as the project manager / primary author. Project details: <http://lab.softwarestudies.com/p/research.html>

“One Million Manga Pages.” Analyses of genre and style in an archive of fan-translated manga (883 series, 1,074,790 unique pages). Developed custom software to process the archive using supercomputers as part of the Humanities High-Performance Computing Initiative. Results were used to explore the relationships between visual style, gender and genre in manga. 2009-2010.

“Webcomics Evolution.” Analysis of long-term narrative patterns in a set of 20 different online webcomics, focused on the relationship of panel composition and sequentiality to visual style. Custom software decomposed the pages into panel sequences. 2009-.

“4535 Time magazine covers: 1923—2009.” Identifying changing patterns in the visual communication strategies and content of Time magazine - including changes in layout, design, and typography, and depictions of gender, race, and political/economic subject matter. 2009-2010.

“Google Logo Space.” Analysis of variation in contemporary design as exemplified by 587 versions of the original Google logo (1998 - 2009). 2009-2010.

“VideoGamePlay.viz.” Development of methods for researching and teaching video games using gameplay recordings. Recordings were created or taken from game archiving projects; research techniques included computer vision algorithms and keylog recordings; results were visualized and animated. 2008-2009.

Tools for Digital Humanities Research and Teaching:

“QTIP.” Open source OpenCV application for measurements of image features. 2010.

“HiperSpace Explorer.” Application for real-time visualization of image sets developed for 215 megapixel HIPerSpace supervisualization system. 2009-.

“ImagePlot.” Application for rendering high-resolution visualizations of image sets. Written in ImageJ. 2009-.

“VisualSense.” Open source Flash application for visualization of image sets. 2009-2010.

“Visual Analysis Toolkit.” Open source set of software tools for the analysis and visualization of cultural artifacts. Written in Java, Python, Matlab, and ImageJ. 2008.

“Powerwall Presenter.” Experimental presentation and teaching interfaces for ultra-resolution displays, implemented as Luascript extensions to HIPerWall software. 2008.

“PlayDVR.” Open platform for networked hardware that captures gameplay across different generations of game platforms from Atari 2600 to Playstation 3. 2008.

“Re:Game Libratory” with Daniel Rehn and Derek Lomas. Built a game studies research space / recording studio / archive, housing game consoles since the 1970s alongside thousands of titles, including Sony Corporation of America’s donated Japanese language game library. 2007.

Online Digital Humanities Projects:

“Center for Games and Playable Media.” Design, site development. <http://games.soe.ucsc.edu>. 2010.

“Software Studies.” Concept, design, site development, authoring. <http://lab.softwarestudies.com>. 2008-.

“WRT: Writer Response Theory – Explorations in Digital Character Art.” Co-founder, with Christy Dena and Mark Marino. Authored 100+ posts on new media art. 2004-2007.

“Verso: a unified departmental database.” Designed and developed a web portal for faculty, course, project, and event profiles. University of California, Santa Barbara, 2002-2005.

“A Unified Departmental Web Database.” University funded instructional development proposal, white paper authored under the supervision of Prof. Alan Liu. University of California, Santa Barbara. June 2002.

“Voice of the Shuttle, a web site for humanities research.” Supervisor Prof. Alan Liu. Redesigned humanities search engine VOS as a participatory knowledgebase. University of California, Santa Barbara, Winter 2000-2006.

EXHIBITIONS

Selected exhibitions of information visualization artwork created with Lev Manovich, William Huber, and other members of the Software Studies Initiative, 2009-2010:

Conference exhibition, Fifth International Conference on Multimodality (5ICOM), University of Technology Sydney, Dec 2010.

“Mapping Time,” exhibition of the Software Studies Initiative, gallery@calit2, Oct-Dec 2010.

“Text Fields,” conference exhibition, Futures of Digital Studies, University of Florida, Feb 2010.

Norrköping Visualization Center, Norrköping, Sweden, permanent exhibition May 2010–.

“Shaping Time,” Netherlands Design Museum, Breda, Netherlands, Apr-June 2010.

“Analysis of Culture: Video Game Playing and Time Magazine Covers.” Globe display, Lawrence Berkeley National Laboratory exhibition booth. Super Computing. Portland, Nov 2009.

“How We Play: Cut Scenes in Game Play,” Information Aesthetics Showcase, SIGGRAPH 2009.

PERFORMANCES / READINGS

“Playpower – let’s go 8bit.” Two chiptunes / VJ projection performances with Don Miller and Kurt Rizzo. Casa da Cultura Digital, São Paulo, Brasil. May 16 2010. Universidade Presbiteriana Mackenzie, São Paulo, Brasil. May 17 2010.

“EJ-ing.” DAC Literary Arts Extravaganza. University of California, Irvine, Dec 2009.

“The LA Flood Project,” a locative media narrative presented with Marino, Dena, Gutierrez, Hight, and Tao. HASTAC II: Techno-Travels. University of California, Irvine, May 2008.

“He Began : She Ended” and “Eight was Where it Ended”. Reading. Elit under the Stars: Open Mic/ Mouse. USC Institute for Multimedia Literacy. Apr 2008.

“Sculpting e-poetry in Fractal Space: ConTextTree.” Electronic Literature: special poster session of the Committee on Information Technology. MLA. Chicago, Dec 2007.

“Gamer Textually: a visualization generator for McKenzie Wark’s *Gamer Theory*.” Apr 2007.

“Eight Was Where It Ended,” an e-poetry series using software comparison “diff” tools to create stretchtexts and visual variations. Medium Magazine v4 Winter 2005.

LECTURES

Invited Keynotes:

- “Playpower” lecture series. Brasil, May 2010. Locations:
Casa da Cultura Digital, São Paulo;
Graduate Studies in Education & Art, Universidade Presbiteriana Mackenzie, São Paulo;
Federal University of Juiz de Fora;
Fundação Getúlio Vargas, Rio de Janeiro.
- “Reading the Machine Differently.” Information Studies Speaker Series, University of California, Los Angeles. May 6 2010.
- “Reading Reading Code.” Critical Code Studies Working Group. Feb 2010.
- “Deep Media and Wide Media: Visualizing the Visual.” Tecnológico de Monterrey, Toluca Mexico. Oct 2009.
- “You Must Remember This: Passwords in Contemporary Computer Culture.” Alumni Symposium: Memory, Memoir, and Madeleines: Remembering Things Past. Pomona College, Apr 2007.

Invited Panel Talks:

- “Perspectives on Overflow: Visualizing Media.” DATA/CODE/STRUCTURE, an artist’s talk event for the show OVER/FLOW: Horror Vacui in an Age of ‘Information’ Abundance. Curator James MacDevitt. Cerritos College. Los Angeles, Sep 2009.
- “Second Person: an evening on writing and gameplay,” an author talk with Noah Wardrip-Fruin, Mark Marino, and Jordan Mechner. Robert Zemeckis Center for Digital Arts, University of Southern California, Apr 2007.

CONFERENCE ORGANIZING

Organizing Chair:

- “Software / Platform Studies.” 3 day track at Digital Arts and Culture 2009. Co-chaired with Noah Wardrip-Fruin. University of California, Irvine, Dec 2009.
- SoftWhere 2008. 2 day conference. Co-chaired with Noah Wardrip-Fruin. Software Studies Initiative, University of California, San Diego, May 2008.
- Narr@tive: Digital Reading. 1 day graduate conference. Co-chaired with Jessica Pressman. Digital Cultures Multi-Campus Research Group (DC-MRG), University of California, Los Angeles Hammer Museum, Mar 2004.

Panel Chair:

- Accepted: “Close Reading the Digital” special session at MLA. Los Angeles, Jan 2011.
- What is Software Studies?” at “HASTAC II: Techno-Travels.” University of California, Los Angeles, May 2008.
- “Open Source Software” at “Copyright and the Networked Computer: A Stakeholder's Conference.” DC-MRG at the University of California Washington DC Center, Nov 2003.

Coordinator:

- “e(x)literature: Preservation, Archiving and Dissemination.” Chair William Warner. ELO and DC-MRG at University of California, Santa Barbara, Apr 2003.
- “Entertainment Value.” Chair Alan Liu. Public Humanities Initiative at University of California, Santa Barbara, May 2002.
- “Interfacing Knowledge.” Chair William Warner. DC-MRG at University of California, Santa Barbara, Mar 2002.

Digital Cultures Multi-campus Research Group. Supervisor William Warner. Conference organizing, taught hypertext workshops. University of California, Santa Barbara. Winter 2002.

Transcriptions Project. Supervisor Prof. Alan Liu. Conference organizing and web development, taught workshops in hypertext composition. University of California, Santa Barbara, Winter 2001.

CONFERENCE PRESENTATIONS (peer-reviewed)

Accepted: "Towards a Genomics of Branching Narrative." Electronic Literature Panel. Post45 Conference. Cleveland, Apr 2011.

Accepted: "E-Literature as Event: Seeing Space and Time in Kinetic Typography." Electronic Literature: Off the Screen. MLA. Los Angeles, Jan 2011.

"Comments on Comments in Code." Critical Code Studies @ USC. University of Southern California, Jul 2010.

"Dimensional Learning: Teaching Digital Video from a Different Perspective." Re-Tooling Learning: Student Empowerment through Databases, Information Visualizations, and Nested Media. New Media Consortium Summer Conference. Anaheim, June 2010.

"Intersecting Approaches to Electronic Literature: Close-Reading Code, Content, and Cartographies in William Poundstone's *Project for the Tachistoscope [Bottomless Pit]*" with Jessica Pressman and Mark Marino. ELO AI: Archive & Innovate. Brown University, June 2010.

"Right Now: Media Studies Scholarship and the Quantitative Turn." Media Studies and the Digital Scholarly Present: a special session of the Media and Literature Discussion Group. MLA. Philadelphia, Dec 2009.

"Genre Discovery: Literature and Shared Data Exploration." Locating the Literary in Digital Media: a special session of the Society for Literature, Science, and the Arts. MLA. Philadelphia, Dec 2009.

"Playpower.org: Designing 8-bit Learning Games for a \$10 computer" with Derek Lomas and Daniel Rehn. Games, Learning and Society (GLS). Madison, Wisconsin, June 2009.

"What Counts as Code to Criticize? Interpreting flow control and natural language programming." Critical Code and Software Studies session. Digital Humanities 2009. University of Maryland, College Park, June 2009.

"Playpower: Designing 8-bit Learning Games for Radically Affordable Computers" with Derek Lomas and Daniel Rehn. O'Reilly ETech Emerging Technology Conference. Mar 2009.

"Computer Visions of Computer Games: analysis and visualization of play recordings." Workshop on Media Arts, Science, and Technology 2009: The Future of Interactive Media. University of California, Santa Barbara, Jan 2009.

"Playpower: Radically Affordable Computer-Aided Learning with \$12 TV-Computers" with Derek Lomas and Daniel Rehn. Meaningful Play 2008. Michigan State University, Oct 2008.

"Software Studies e a Cultura da Visualização." Congresso Internacional em Artes, Novas Tecnologias e Comunicação (CIANTEC). Universidade de São Paulo, Brazil. Sep 2008.

"Implied Code as Mental Geography." ReVisioning Electronic Literature: Origins and Influences. Electronic Literature Organization (ELO). Vancouver, WA. May 2008.

"Flowchart Art: Programming Literary Flow." Mapping Process in New Media Landscapes. ELO. Vancouver, WA. May 2008.

"Tag Clouds: Reading the Poetic Interface." New Reading Interfaces: special session of the Association for Computers and the Humanities. MLA. Chicago, Dec 2007.

"Benchmark Fiction." Presentation at "Digital Experience: Design, Aesthetics, Practice—Digital Arts and

Culture 2005.” IT University of Copenhagen, Dec 2005.

“The Architecture of Disability: Alienation in Interactive Fiction Protagonists.” Architectures of Power: Consortium for Literature Theory and Culture. University of California, Santa Barbara, May 2005.

“The Implied Code: The Riddle of Reading Interactive Fiction.” (dis)junctions 2005: Theory Reloaded. University of California, Riverside, Apr 2005.

CONFERENCE PRESENTATIONS (invited, non-reviewed)

Invited participant: Identifying Synergies and Fostering Collaborations: A Joint Workshop of the National Science Foundation and the National Endowment for the Arts. National Science Foundation, Arlington, Virginia. Sep 2010.

“Cultural Analytics Case Studies” and “Visualization of Cultural Datasets.” Cultural Analytics Seminar @Calit2, Dec 2009.

“Tagging and Terrain: symbolic systems as spaces.” Panel on Mapping Space/Time Distance. Digital Research Workshop of the Transborder California Digital Mapping Project. Calit2, May 2009.

“#Include Genre.” SoftWhere: Software Studies 2008. Calit2, University of California, San Diego, May 2008.

“Software Studies in Brazil @ File LABO.” Round-table with Lev Manovich and Cicero Silva. FILE Electronic Language International Festival. São Paulo Brazil, Aug 2008.

“HIPerWall Demo: Cultural Analytics” with Lev Manovich. Humanities Arts Sciences and Technology Advanced Collaboratory (HASTAC) II. University of California, Irvine, May 2008.

“The Experience of Error: Frustration Aesthetics via False Affordances.” Workshop on the Theory and Practice of Experience Design. IT University of Copenhagen, Dec 2005.

“Humane Text, Markdown, and Reading Machines for our Digital Archives.” Digital Retroaction: a Research Symposium. University of California, Santa Barbara, Sep 2004.

“Database Design for the English Department.” Co-presenter Rob Adlington. Archive Cultures: Database Design for Online Collaboration 2001 Summer Institute. University of California, Santa Barbara, June 2001.

PUBLIC AND INDUSTRY EVENT PRESENTATIONS

“Playpower: the Malaria Education Game.” Serious Games Initiative / Games for Health, E3 Electronic Entertainment Expo (a leading annual trade show of the video game industry). June 2010.

“Playpower: let's go 8-bit!” Maker Faire Bay Area (a prominent venue for arts and engineering projects in the Do-It-Yourself movement). San Mateo, 2009.

“Playpower.” Dorkbot SoCal. (Dorkbot is a global network of grassroots meetings for artists, engineers, designers, and inventors working in electronic art). Los Angeles, May 2009.

ETech (Emerging Technology Conference of O'Reilly Media). San Jose, Mar 2009. Multiple events:

“Hacking 8-bit computers.” Maker Shed demo workshop events.

“Playpower circuit-bending.” Etech Emerging Arts Fest booth.

“How I beat Space Refugees.” FreeTech unconference track presentation.

“Cultural Analytics on the 287-Megapixel HIPerSpace Wall at Calit2” with Lev Manovich and So Yamaoka. 2008-2010. Audiences presented to (selected):

ARTstor;

California Digital Library;

Google;

King Abdullah University of Science and Technology;

Motorola;
University of California Visual Resources Group.

PRESS COVERAGE

Documentary film interview: "GET LAMP: The Text Adventure Documentary." Director Jason Scott. 2010.

Blog: "Software Studies, 4535 Time Magazine covers, 1923-2009" by Bruce Sterling. WIRED Blogs: Beyond the Beyond.

Article: "A Computing Science Approach For Analyzing Culture." Supercomputing Online, Feb 19 2010.

Blog. "PlayPower turning NES/Famicom clones into learning tools for the developing world" by Brandon Boyer. Boing Boing: Offworld, Mar 12 2009

Article: "\$12 Computer: Playpower Wants to Save the World 8 Bits at a Time" by Priya Ganapati. WIRED Magazine, Mar 11 2009.

Article: "Where Computer Science and Cultural Studies Collide" by Matthew Kirschenbaum. The Chronicle of Higher Education. Jan 23 2009.

TV interview: "N Art Magazine." Spot in feature aired by ABC, 4PM PST Sun Oct 26 2008.

Blog: "Game Libratory at CRCA, UCSD." NOTCOT—daily inspiration for creatives everywhere. Jul 30 2008.

SERVICE

Executive Committee Member: MLA Discussion Group on Media and Literature, 2010-2015.

Committee Member: ELO Working Group on the Directory of Electronic Literature, 2010.

External Hiring Reviewer: Postdoctoral Search, Department of Media Studies and Information Science, University of Bergen, 2010;

Executive Committee Member: Digital Arts and Culture, 2009.

Advisory Committee: SOS Classroom project, USC / LA Unified School District, 2009.

Judge: University of California, San Diego entrants to Forum Nokia Mobile Games Competition, 2009.

Reviewer: Journal of Transnational American Studies, 2008.

Conference Reviewer: Digital Arts and Culture, 2007-2009.

Reviewer: International Journal of Information Technology, 2007.

External Fellowship Reviewer: NSF-NATO Postdoctoral Fellowship Program, 2003.

Technology Committee: University of California, Santa Barbara Department of English, 2001-2002.

TECHNICAL EXPERIENCE

Programming, scripting, code generalist: PHP, ASP, SQL, XML, HTML, CSS, Java, Processing, Python, Lua, C++, Bash, Inform, Quartz Composer, ContextFree, etc.

Web mining: workflows for millions of media files downloaded for supercomputer/grid processing.

Courseware: authored and administered open source course management systems.

Hypertext: ran hypertext workshops, taught hypertext writing, web authoring, and design

PROFESSIONAL MEMBERSHIPS

Association for Computers and the Humanities
Electronic Literature Organization
HASTAC
International Game Developers Association
Modern Language Association
Rhizome

Updated 2010-11