

## JAY DAVID BOLTER

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Jay David Bolter is Wesley Professor of New Media in the School of Literature, Media, and Communication at the Georgia Institute of Technology. His work with computers led in 1984 to the publication of Turing's Man: Western Culture in the Computer Age, a book that was widely reviewed and translated into several foreign languages. Bolter's second book, Writing Space: The Computer, Hypertext, and the History of Writing, published in 1991 and substantially revised in 2001, examines the claim that the computer can be a new medium for symbolic communication. Together with Michael Joyce, Bolter was the author of Storyspace, a program for creating hypertexts for individual use and World Wide Web publication. Subsequent books include: Remediation (1999), written in collaboration with Richard Grusin, which explores the ways in which new digital media, such as the World Wide Web and virtual reality, borrow from and seek to rival such earlier media as television, film, photography, and print and Windows and Mirrors, Interaction Design, Digital Art and the Myth of Transparency (2003), written in collaboration with Diane Gromala, which examine the impact of digital art on new media and computer interface design. Bolter is now a co-Director of the Augmented Environments Lab and works closely with Prof. Blair MacIntyre, Prof. Maria Engberg, and others on the use of augmented and mixed reality to create new media experiences for informal education and entertainment. They are also exploring the theoretical and practical implications of AR and MR for interaction design.

Bolter has lectured and collaborated extensively throughout Western Europe. He has attended conferences or given invited lectures in the UK, France, Spain, Italy, the Netherlands, Germany, Austria, Denmark, Norway, Sweden, and Finland. One or more of his books have been translated into Dutch, German, Korean, Polish, Italian, and Spanish. His recent work has led to a number of European lectures and conferences dealing with the technology of Augmented Reality and exhibitions of cultural heritage. In the first decade of the 2000s, Bolter worked with professors and staff at the Blekinge Tekniska Högskola in Karlskrona, Sweden to help build a program in the humanities and digital media. In October, 2004, Bolter was awarded an honorary doctorate (*hedersdoktorat*) at the Blekinge Tekniska Högskola, where he also served as guest professor.

## **Educational Background**

B.A. Greek 1973 Trinity College, University of Toronto  
M.S. Computer Science 1978 University of North Carolina  
Ph.D. Classics 1977 University of North Carolina

## **Employment History**

Visiting Assistant Professor, Classics, UNC 1978, 1979–1980  
Assistant Professor, Classics, UNC 1980–1987  
Associate Professor, Classics, UNC 1987–1991  
Adjunct Associate Professor, Comp. Science, UNC 1988–1991  
Professor, LCC, Georgia Institute of Technology 1991–present  
Joint Professor, College of Computing, Georgia Tech 1993–present  
Wesley Chair in New Media, Georgia Tech 2000-present

## **Publications**

### **Books**

Bolter, Jay David & Gromala, Diane. Windows and Mirrors: Interaction Design, Digital Art and the Myth of Transparency. Cambridge, MA: MIT Press, 2003.

Bolter, Jay David & Grusin, Richard. Remediation: Understanding New Media Cambridge, MA: MIT Press, 1999. [also edition in Korean]

Bolter, Jay David, Writing Space: The Computer, Hypertext, and the Remediation of Print. Second Edition [substantial revision] Lawrence Erlbaum, Mahwah, NJ, 2001 [translations in Japanese, Italian, Polish, Korean]

Bolter, Jay David, Turing's Man: Western Culture in the Computer Age. Chapel Hill: University of North Carolina Press, 1984, xii + 264 pp. (republication in England by Duckworth and Penguin). [translations in German, Polish, Dutch, Spanish, Italian]

**Papers, chapters in books; encyclopedia articles; edited volumes; conference proceedings, etc.**

Engberg, M. and J. Bolter (2017). *Mobile Cinematics. Compact Cinematics: The Moving Image in the Age of Bit-Sized Media*. M. Poulaki and P. Hesselberth. New York, Bloomsbury: 165-173.

Ekman, U., J. Bolter, L. Diaz, M. Søndergaard and M. Engberg, Eds. (2016). *Ubiquitous computing, complexity and culture*. New York, Routledge, Taylor & Francis Group.

Speiginer, G., B. MacIntyre, J. Bolter, H. Rouzati, A. Lambeth, L. Levy, L. Baird, M. Gandy, M. Sanders, B. Davidson, M. Engberg, R. Clark and E. Mynatt (2015). *The Evolution of the Argon Web Framework through its Use Creating Cultural Heritage and Community-based Augmented Reality Applications*. 17th International Conference, HCI International 2015, Los Angeles, CA, Springer.

Engberg, M. and J. D. Bolter (2015). "MRx and the Aesthetics of Locative Writing." *Digital Creativity* 26(3).

Engberg, M. and J. D. Bolter (2014). "Cultural expression in augmented and mixed reality." *Convergence* 20 (February): 3-9. [Introduction to edited special issue]

Bolter, J. D. (2014). "Marshall McLuhan and the Legacy of Popular Modernism." *Journal of Visual Culture*(13): 23-25.

Bolter, J. D. (2014). *The aesthetics of flow and the aesthetics of catharsis. Technology and Desire The Transgressive Art of Moving Images*. R. Gaafar and M. Schulz, Intellect: 121-135.

Bolter, J. D., M. Engberg and B. MacIntyre (2013). "Media Studies, Mobile Augmented Reality, and Interaction Design." *Interactions* 20(1): 36-45.

Fantauzzacoffin, Jill, Juan Rogers, and J. David Bolter. 2012. *From STEAM Research to Education: An Integrated Art and Engineering Course at Georgia Tech*. In *Proceedings of the IEEE Integrated STEM Education Conference (ISEC 2012)*: IEEE.

Fantauzzacoffin, Jill, Juan Rogers, and J. David Bolter. 2012. *Articulating Creative Practice: a case study of an artist and an engineering team developing similar technologies*. In *Proceedings of the Sixth International Conference on Tangible, Embedded and Embodied Interaction (TEI 2012)*: ACM.

Bolter, Jay David, Blair MacIntyre, Michael Nitsche, and Kathryn Farley. 2012. "Liveness, presence, and performance in contemporary digital media." In *Throughout*:

Art and Culture Emerging with Ubiquitous Computing, edited by Ulrik Ekman, 323-336. Cambridge, MA: MIT Press.

Bolter, Jay David. 2012. "Procedure and Performance in an Era of Digital Media." In *Producing Theory in a Digital World: The Intersection of Audiences and Production in Contemporary Theory*, edited by Rebecca Ann Lind, 33-49. New York: Peter Lang.

Bolter, Jay David. 2012. "Social Media and the Future of Political Narrative." In *Travels in Intermedia[lity]: ReBlurring the Boundaries*, edited by Bernd Herzogenrath, 248-263. Dartmouth College Press.

Fantauzzacoffin, Jill, Juan Rogers, and Jay. D Bolter. 2011. Negotiating Uncertainty: the Relationship of Process to Artifact in a Case Study of Medical Technologies. In *Desire 2011*: ACM.

Fantauzzacoffin, Jill, Juan Rogers, and J. David Bolter. 2011. Creative Strategies in Artists' and Engineers' Approaches to Technology Development: First Results of a Case Study. In *Creativity and Cognition* 11.

Engberg, Maria, and J. David Bolter. 2011. "Digital Literature and the Modernist Problem." *Digital Humanities Quarterly* no. 5 (3).

Bolter, Jay David. 2011. "Book Review: Tactical Media by Rita Raley." *Convergence* no. 17 (4):463-464.

Bardzell, Jeffrey, Jay Bolter, and Jonas Löwgren. 2010. "Interaction Criticism: Three Readings of an Interaction Design, and What They Get Us." *Interactions* no. xvii (2): 32-37.

Barba, Evan, Rebecca Rouse, J. David Bolter, and Blair MacIntyre. 2009. (In)box with Malcolm. In *Creativity and Cognition* 09.

Grimes, A, M. Bednar, Jay David Bolter, and R.E. Grinter. 2008. EatWell: Sharing Nutrition-Related Memories in a Low-Income Community. Paper read at CSCW 2008.

Farley, Kathryn, Michael Nietzsche, Jay Bolter, and Blair MacIntyre. "Augmenting Creative Realities: The Second Life Performance Project." *Leonardo* 42, no. 1 (2009): 96-97.

Xu, Jan, Maribeth Gandy, Sami Deen, Brian Schrank, Kim Spreen, Michael Gorbsky,

Timothy White, Evan Barba, Jullian Radu, Jay Bolter, and Blair MacIntyre. "Bragfish: Exploring Physical and Social Interaction in Co-Located Handheld Augmented Reality Games." Paper presented at the International conference on Advances in computer entertainment technology, 2008.

Bolter, J. D., MacIntyre, B., Gandy, M., & Schweitzer, P. (2008). Benjamin's Crisis of Aura and Digital Media. In J. Müller (Ed.), *Media Encounters and Media Theories* (pp. 87-99). Münster: Nodus Publikationen. [republished]

Bolter, Jay David. "Digital Media and the Future of Filmic Narrative." In *The Oxford Handbook of Media and Film Studies*, edited by Robert Kolker, 21-37. Oxford: Oxford University Press, 2008.

Bolter, Jay David. "Cyberphobia: Digital Technology and the Intermediality of Cinema at the End of the Millennium." In *Intermedialität Analog/Digital*, edited by Joachim Paech and Jens Schröter, 567-78. München: Wilhelm Fink Verlag, 2008.

Bolter, Jay David. "Mcluhan Und Die Skopischen Ordnungen Der Zeitgenössischen Kultur." In *Mclhuan Neu Lesen: Kritische Analysen Zu Medien Und Kultur Im 21. Jahrhundert*, edited by Derrick de Kerckhove, Martina Leeker and Kerstin Schmidt, 291-303. Bielefeld, Germany: transcript Verlag, 2008.

Gandy, Maribeth, Blair MacIntyre, Steven Dow, and Jay David Bolter. "Supporting Early Design Activities for Ar Experiences." In *Emerging Technologies of Augmented Reality: Interfaces and Design*, edited by Michael Haller, Mark Billingham and Bruce H. Thomas, 160-80. Hershey, PA: Idea Group Publishing, 2007.

Bolter, Jay David, and Blair MacIntyre. "Is It Live or Is It Ar?" *IEEE Spectrum* (2007): 25-29.

Bolter, Jay David. "Digital Essentialism and the Mediation of the Real." In *Moving Media Studies. Remediation Revisited*, edited by L. Qvortrup and H. H. Philipsen, 195-210. Fredriksberg, Denmark: Samfunslitteratur Press, 2007.

———. "Remediation and the Language of New Media." In *Northern Lights 2007: Digital Aesthetics and Communication: Conceptual and Theoretical Reassessments*, edited by Arild Fetveit and Gitte B. Stald, 25-38. Copenhagen, 2007.

Bolter, Jay David, and Diane Gromala. "Transparency and Reflectivity: Digital Art and the Aesthetics of Interface Design." In *Aesthetic Computing*, edited by Paul A. Fishwick, 369-82. Cambridge, MA: MIT Press, 2006.

Bolter, Jay David. "The Desire for Transparency in an Era of Hybridity." *Leonardo* 39, no. 2 (2006): 109-11.

Bolter, Jay David, Blair MacIntyre, Maribeth Gandy, and Petra Schweitzer. "New Media and the Permanent Crisis of Aura." *Convergence* 12, no. 1 (2006): 21-39.

Dow, Steven, Blair MacIntyre, Jaemin Lee, Christopher Oesbek, Jay David Bolter, and Maribeth Gandy. "Wizard of Oz Support Throughout an Iterative Design Process." *IEEE Pervasive Computing* 4, no. 4 (2005): 18-26

Bolter, Jay David and Richard Grusin. "Imediace, Hypermediace, Remediace." *Teorie vedy / Theory of Science* XIV (XXVII), no. 2 (2005): 5-40.

Bolter, Jay David, and Richard Grusin. "Remediation: Understanding the New Media." In *The Legacy of McLuhan*, edited by Lance Strate and Edward Wachtel, 323-44. Cresskill, NJ: Hampton Press, Inc., 2005.

Bolter, Jay David. "Digital Technology and the Remediation of Cinema." *Intermédialités*, no. 6 (Remédier / Remediation) (2005): 13-26.

MacIntyre, Blair, Jay David Bolter, and Maribeth Gandy. "Presence and the Aura of Meaningful Places." Paper presented at the Presence 2004 (October 13-15, 2004), October 13-15, 2004 2004.

Bolter, Jay David, and Richard Grusin. "Remediation–Zum Verständnis Digitaler Medien Durch Die Bestimmung Ihre Verhältnisses Zu Älteren Medien." In *Kunst Und Medialität*, edited by Gisela Febel, Jean-Baptiste Joly and Gerhart Schröder, 11-35. Stuttgart: Merz-Solitude, 2004.

Bolter, Jay David. "Technologie Numérique Et Remediation Du Cinéma." Paper presented at the De Tron à Matrix: réflexions sur un cinéma d'un genre nouveau, Cinémathèque de Toulouse, March, 2006 2004.

Bolter, Jay David, Gromala, Diane. "Neue Medien and Der Mythos Von Der Konvergenz." *Medien Journal* 28, no. 1 (2004): 17-24.

Jay David Bolter, "Critical Theory and the Challenge of New Media" in Eloquent Images: Word and Image in the Age of the New Media, ed. By Mary E. Hocks, and Michelle R. Kendrick. Cambridge MA: MIT Press, 2003: 19-36

Jay David Bolter, "Theory and Practice in New Media Studies," in Gunnar Liestol, Andrew Morrison, and Terje Rasmussen, Digital Media Revisited: Theoretical and Conceptual Innovations in Digital Domains. pp. 14-34. MIT Press Cambridge Mass, 2003.

B. MacIntyre and J. D. Bolter, Single-narrative, multiple point-of-view dramatic experiences in augmented reality. Virtual Reality (2003) 7: 10-16

Bolter, Jay David. "Formal Analysis and Cultural Critique in Digital Media Theory," Convergence, 8,4 (Winter 2002): 77-88.

Bolter, Jay David, "Remediation and the Desire for Immediacy" Convergence, 2000.

Bolter, Jay David and Michael Joyce, "Ourselves own images: post-hypertextual and new media" in The Future of Narrative Discourse edited by John Pagnucci, a special edition of Works and Days (Vols. 17 & 18), Summer, 2000.

Bolter, Jay David, "Identity [and the Internet]" in Unspun, edited by Thom Swiss, New York: NYU Press. 2000. pp. 17-29.

Bolter, Jay David, "Information Technologies and the Future of the Book" in Literacy: An International Handbook, edited by Daniel A. Wagner, Richard L. Venezky, and Brian V. Street. Westview Press. 1999 pp. 457-461,

Bolter, Jay David, "Hypertext and the Question of Visual Literary" in Handbook of Literacy and Technology, edited by David Reinking et al. Lawrence Erlbaum. 1998.

Bolter, Jay David, "The Rhetoric of Interactive Fiction," in Texts and Textuality, ed. by Philip Cohen, 1998.

Bolter, Jay David, "Die neue visuelle Kultur," in Telepolis 2 (June, 1997) pp 84-91.

Bolter, Jay David, "Virtuelle Realität und die Epistemologie des Körpers," Kunstforum Vol 132 (January, 1996) pp. 85-89.

Bolter, Jay David, "Das Internet in der Geschichte des Schreibens," in Mythos Internet, ed. by Stefan Münker and Alexander Roesler. Frankfurt: Suhrkamp Verlag, 1997 pp. 37-55.

Bolter, Jay David, "Die soziale Konstruktion von Telepolis," in Stadt am Netz, ed. by Stefan Iglhaut, et al. (Berlin: Bollman, 1996), pp. 71-82.

Bolter, Jay David, "Virtual Reality and the Redefinition of Self" to be published in Communication and Cyberspace: Social Interaction in an Electronic Environment, edited by Lance Strate et al., Cresskill: N.J. Hampton Press., 1996. pp 105-120.

Bolter, Jay David, "Virtual Reality, Ekphrasis, and the Future of the Writing" in The Future of the Book, ed. by Geoffrey Nunberg, Berkeley: UC Press, 1996) . pp 253-272.

Bolter, Jay David & Richard Grusin, "Remediation," in Configurations, 1996 (3) pp. 311-358.

Bolter, Jay David, "Schuld und Verantwortung in einer vernetzten Kultur," in Das Böse, edited by Florian Rötzer et al. Göttingen: Steidl Verlag, 1995, pp 358-372.

Jay Bolter, Larry F. Hodges, Thomas Meyer, and Alison Nichols, "Integrating Perceptual and Symbolic Information in VR," IEEE Computer Graphics and Applications (July, 1995), pp 8-11.

William Ribarsky, Jay Bolter, Augusto Op den Bosch, and Ron van Teylingen, "Visualization and Analysis Using Virtual Reality," IEEE Computer Graphics (January, 1994), 10-12.

Bolter, Jay David, "Authors and Readers in an Age of Electronic Texts," in Literary Texts in an Electronic Age: Scholarly Implications and Library Services, edited by Brett Sutton. Graduate School of Library and Information Science at the University of Illinois at Urbana Champaign, 1994. pp. 7-19.

Jay David Bolter & Kenneth Knoespel, "Word and Image in Multimedia," in Multimedia: Systems Architectures and Applications, edited by J. L. Encarnaç o and J. D. Foley. published by Springer Verlag (Berlin: 1994), pp 237-253.

Bolter, Jay David, "Alan Turing," entry in Encyclopedia of Language and Linguistics (1994).

Bolter, Jay David, "Hypertext and the Classical Commentary," in Accessing Antiquity: The Computerization of Classical Studies, ed. by Prof. Jon Solomon, University of Arizona Press, 1993, 157-171.



Bolter, Jay David, "Hypertext and the Rhetorical Canons," in Essays on Rhetorical Memory and Delivery, ed. by Fred Reynolds, Erlbaum and Associates, 1993, 97–111.

Bolter, Jay David, "Alone and Together in the Electronic Bazaar," Computers and Composition. 10,2 (April, 1993), 5–17.

Bolter, Jay David, "Locus: A Computer Program for Topographic Writing," CACI 6,2 (Winter, 1992), 15–23.

Bolter, Jay David, "Literature in the Electronic Writing Space" in Literacy Online: The Promise (and Peril) of Reading and Writing with Computers, ed. by Myron Tumon, Pittsburgh University Press, 1992, 19–42.

Bolter, Jay David, "The Computer, Hypertext, and Classical Studies," American Journal of Philology, December, 1991, 541–545.

Bolter, Jay David, "The Shapes of WOE," in Writing on the Edge 2,2 (Spring, 1991), 90–91.

Bolter, Jay David, "Topographic Writing: Hypertext and the Electronic Writing Space," in Hypermedia and Literary Studies, ed. by Paul Delany and George P. Landow. MIT Press, Cambridge, Mass: 1990, 105–118.

Bolter, Jay David, "Beyond Word Processing: The Computer as a New Writing Space," Language and Communication 9(2/3) (1989), pp. 129–142.

Bolter, Jay David, "Text and Technology," Library Resources and Technical Services 31(1) (January / March, 1987) 12–23.

"Alan Turing," Collier's Encyclopedia.

Bolter, Jay David, "Glossa: A system for computer–assisted study of foreign language texts," Interactive Learning International (Summer, 1986).

Bolter, Jay David, L'Année Philologique, main editors: Juliette Ernst, Viktor Poeschl and William West, Vol. 54. Paris: Société d'édition Les Belles Lettres, 1985. [Bolter's office was responsible for about 20% of the entries in this bibliography]

Bolter, Jay David, "The Computer in a Finite World," Computer Law Journal 6,2 (Fall, 1985), 349–356.

Bolter, Jay David, "The Idea of Literature in the Electronic Medium," Topic 39 (Fall, 1985): 23–34.

Bolter, Jay David, "Books and Readers in the Electronic Library," The Bookmark 54 (1985): 23–30.

Bolter, Jay David, "Information and Knowledge: The Computer as a Medium of Humanistic Communication," Federation Reports 8,1 (January / February, 1985), 1–8.

Bolter, Jay David, "Artificial Intelligence." Daedalus 113 (1984): 1–18.

Bolter, Jay David, A Concordance to Arrian, in collaboration with Philip Stadter. Chico, California: Scholars Press, 1984. 10 microfiche.

Bolter, Jay David, "A Greek and Latin Computer at Chapel Hill," Revue de l'Organisation internationale pour l' étude des langues anciennes par ordinateur No. 1–4 (1982): 53–57.

Bolter, Jay David, "Friedrich August Wolf and the Scientific Study of Antiquity," Greek, Roman, and Byzantine Studies 21 (Spring 1980): 83–99.

### **Software**

Argon2, developed by Blair MacIntyre, Gheric Speigener, Hafez Rouzati, Maribeth Gandy, Jay David Bolter [Bolter's contribution 5%]

Hypertech, developed by Jay David Bolter, Susan Liebeskind, Kirk Pennywitt, and a team at GTRI. [Bolter's contribution 33%]

Storyspace, developed by Jay David Bolter, John B. Smith, Michael Joyce and Mark Bernstein, Eastgate Software, 1990. [Bolter's contribution 50%]

### **Keynote Addresses and Lectures**

Numerous (>150) lectures and keynote addresses in the United States, several countries in Europe, Korea, Singapore, and Australia.

### **Conference Presentations with Proceedings**

Blair MacIntyre, Jay David Bolter, and Maribeth Gandy, "Presence and the Aura of Meaningful Places" Presented at Presence 2004, October 13-15, 2004. Valencia, Spain.

Blair MacIntyre, Maribeth Gandy, Steven Dow, and Jay David Bolter. "DART: A Toolkit for Rapid Design Exploration of Augmented Reality Experiences." Conference on User Interface Software and Technology (UIST'04), October 24-27, 2004, Sante Fe, New Mexico. [Bolter's contribution 5%]

Steven Dow, Blair MacIntyre, Maribeth Gandy, and Jay David Bolter. "Prototyping Applications for the Physical World Using Integrated Capture/Playback Facilities." To be presented as a demo at UbiComp (UBICOMP04), September 7-10, 2004, Nottingham, U.K. [Bolter's contribution 5%]

MacIntyre, Blair; Bolter, Jay David; Vaughn, Jeannie; Hannigan, Brendan; Gandy, Maribeth; Moreno, Emanuel; Haas, Markus; Kang, Sin-Hwa; Krum, David and Volda, Stephen, "Three Angry Men: An Augmented-Reality Experiment in Point-of-View Drama." In *Proceedings of 1st International Conference on Technologies for Interactive Digital Storytelling and Entertainment (TIDSE 2003)*, Darmstadt, Germany, March 24-26 [Bolter's contribution, 20%]

MacIntyre, Blair, Bolter, Jay David, Moreno, Emmanuel, and Hannigan, Brendan. "Augmented Reality as a New Media Experience". In *International Symposium on Augmented Reality (ISAR 2001)*, New York, NY, October 29-30, 2001. [Bolter's contribution, 20%]

Moreno, Emmanuel, MacIntyre, Blair, and Bolter, Jay David. "Alice's Adventure's in New Media: An Exploration of Interactive Narratives in New Media" (CAST'01), Bonn, Germany, September 21-22, 2001. [Bolter's contribution, 20%]

MacIntyre, Blair, Lohse, Marco, Bolter, Jay, and Moreno, Emmanuel. "Ghosts in the Machine: Integrating 2D Video Actors into a 3D AR System." In *2nd International Symposium on Mixed Reality*, Yokohama, Japan, March 14-15, 2001. [Bolter's contribution. 20%]

Bolter, Jay David, Keynote address at SIGDOC '93 held at the University of Waterloo in Canada, October, 1993. Proceedings published by ACM, 1993.

Bolter, Jay David, "Modeling Reality," in proceedings of 1990 ACM Conference on Critical Issues. ACM Press, 1991, 5.43-5.45.

"Mark Bernstein, Jay David Bolter, Michael Joyce, Elli Mylonas, 'Architectures for Volatile Hypertext,'" Hypertext '91 Proceedings, ACM, 1991, 243-260.

Bolter, Jay David, "The Book That Writes Itself: The Computer as a New Technology of Literacy," in Sciences historiques, sciences du passé et nouvelles technologies d'information, CREDO, Villeneuve d'Ascq, France, 1990, 395–401.

Bolter, Jay David, "Artificial Intelligence and the History of Making Men," in Sixth International Conference on Computers and the Humanities, edited by S.K. Burton and D.D. Short, 16–17. Rockville, Maryland: Computer Science Press, 1983. [conference proceedings]

### **Research Awards**

Fellow, Society for the Humanities, Cornell University	1986-1987
Visiting Fellow, Department of Computer Science, Yale University	1982-1983
Study Fellow, American Council of Learned Societies	1982-1983
DAAD Fellow, Universität Göttingen	1978-1979
Lewis Mumford Award for <u>Remediation</u> from the Media Ecology Association	2001

### **Professional Activities**

member, American Philological Association	1977–1998
member, Committee for Computer Applications, APA	1981–1983
member, Modern Language Association	1989–present
member, Database Committee, APA	1989–1991
member, ACM	1993–present
member, IEEE	2011-present
elected delegate to MLA	1995-1997
member, College Art Association	2000-2005

editorial board for Convergence: Journal of Research into New Media Technologies, Electronic Literature Organization, and Game Studies.

Numerous book reviews, tenure and promotion reviews. etc.