

## JOHN FILLWALK

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## EDUCATION:

1989-1990 M. F. A. Intermedia and Video Art, Drawing minor. School of Art and Art History, University of Iowa. Iowa City, IA

1986-1989 M. A. Intermedia and Video Art, Sculpture minor. School of Art and Art History, University of Iowa. Iowa City, IA

1983-1986 B. F. A. Painting/Drawing/Printmaking, Clarke University. Dubuque, IA

1980-1982 School of Art and Design. University of Illinois. Urbana-Champaign, IL

## TEACHING EXPERIENCE:

1999- Associate Professor. Electronic Art and Animation. School of Art, Ball State University. Muncie, IN

1991-1999 Professor. Cinematography. School of Design and the Arts. Minneapolis College, Minneapolis, MN

1990-1992 Intermedia Arts. Lecturer. Studio Arts Department, University of Minnesota. Minneapolis, MN

1987-1990 Graduate Teaching Assistant. Video and Intermedia Arts. School of Art.

## ADMINISTRATIVE EXPERIENCE:

2006- Senior Director. Institute for Digital Intermedia Arts. IDIA Lab. College of Architecture and Planning. Ball State University. IN.

2012- Senior Director of Hybrid Design Technologies. Information Technology. Ball State University. Muncie, IN.

2003-2005 Artist-in-Residence. Center for Media Design. Ball State University.

1991-1999 Chair. Cinematography (Film, Video Sound Arts), School of Design and the Arts. Minneapolis College, Minneapolis, MN

1990-1991 Education Program Director. Intermedia Arts, University of Minnesota, Studio Arts Department. Minneapolis, MN

## SELECTED EXHIBITIONS:

2019 5th Arts and Science International Exhibition and Symposium (TASIES 2019) Academy of Arts and Design, Artificial Intelligence installation. National Museum of China. Beijing, China

2017 Sound Image Sound 10: International Festival of New Music and Visual Image. University of the Pacific Conservatory of Music, Oregon.

2016 Nuit Blanche. Toronto Lights Festival. Firefly Effect. Collaborative light and sound social app.

2014 Sound Image Sound 10: International Festival of New Music and Visual Image. University of the Pacific Conservatory of Music, Oregon.

2013 Award Finalist. Laval Virtual. Laval, France.

2012 IMAGEM-CONTATO/TACTILE-IMAGE Festival in Sao Paulo, Brasil.

2012 Installation. China National Science and Technology Museum for Biennial Art and Science Exhibition. Invitational. Beijing, China.

2012 Commission for Virtual Broad Museum of Art. Zaha Hadid, architect. East Lansing, Michigan.

2012 Indian Institute of Technology. Mumbai, India.

2011 The 24th Festival Les Instants Vidéo 2011. France, Italy, Mexico, Cuba, and India.

2010 ICMC: International Computer Music Conference. New York, NY.

2010 SIGGRAPH 2010. Art Gallery. Los Angeles, CA.

## SELECTED EXHIBITIONS (continued):

- 2010 Indian Institute of Technology. Mumbai, India
- 2009 Dutch Design Week. Philips High Tech Campus. Eindhoven, Netherlands.
- 2009 Boston Cyberarts Festival. Hybrid Reality Installation for Faneuil and Carillon.
- 2009 SEAMUS: Society of Electro-Acoustic Music in the United States. Installation.
- 2008 SIGGRAPH Asia 2008 New Horizons Art Conference and Exhibition. Singapore.
- 2008 404Festival. International Festival of Electronic Art. Trieste, IT and Basel, CH.
- 2007 VIDEOFORMES. 22nd International Video Art and New Media Festival.  
Competition Finalist for Prix de la Création Vidéo 2007. Clermont-Ferrand, France.
- 2006 Galerie Paris-Sud. Video screening. Paris, France.
- 2005 9th Annual Friesland Media Art Festival. Leeuwarden, Friesland. Netherlands.
- 2005 4th Salón de Arte Digital. Museo de Arte Contemporáneo. Maracaibo, Venezuela.
- 2005 Spark: Festival of Electronic Music and Art. Weisman Museum of Art. MN.
- 2005 404 International Festival of Electronic Art. Rosario, Argentina.
- 2005 Synthese 2005: 35th International Festival of Electronic Music and Art.  
International de Musique Electroacoustique, Bourges, France.
- 2005 26th Annual New Music & Art Festival. BGSU. Bowling Green, Ohio.
- 2004 Prix Ars Electronica 2004. Timeshift: The World in Twenty-Five Years.  
International Cyberarts Festival. Linz, Austria.
- 2004 Synthese 2004: 34th International Festival of Electronic Music and Art. L'Institut  
International de Musique Electroacoustique, Bourges, France.
- 2004 CYNETart 04. 8th International Festival for Computer-based Art.  
TMA: Trans-Media Academic Hellerau. Festspielhaus Hellerau. Dresden, Germany.
- 2004 ICMC 2004: International Computer Music Conference. Miami, FL.
- 2004 D-Art 2004. Eighth International Symposium on Digital Art. London, England
- 2004 CGIV 04. Computer Graphics, Imaging and Visualization 2004. Penang, Malaysia.
- 2004 SEAMUS 2004: Society for Electro-Acoustic Music in the United States. 2004  
National Conference and Concert. San Diego, CA.
- 2004 iMOCA: Indianapolis Museum of Contemporary Art. Stutz Installation  
Competition. Stand. Interactive Video and Sound Installation. Indianapolis, IN.
- 2003 SIGGRAPH 2003 Conference. N-Space Art Gallery Exhibition. San Diego, CA
- 2003 Taranto Gallery. Digital Print Exhibition. Chelsea. New York City, NY.
- 2003 Beecher Digital Art Competition. Butler Institute of American Art: Beecher Center  
for Technology in the Arts. Youngstown, OH.
- 2003 Digital Sur Festival. Arte Digital Rosario 2003. Rosario, Argentina.
- 2003 InteractivA '03. Digital Art Biennale. Museo de Arte Contemporáneo Ateneo de  
Yucatán. Merida, Mexico.
- 2002 Digital '02. ASCI 5th International Competition. Art and Science Collaborations, Inc.  
New York Hall of Science, NYC, NY and Taranto Gallery NYC, NY.
- 2002 Beecher Digital Art Competition. Butler Institute of American Art: Beecher Center  
for Technology in the Arts. Youngstown, OH.
- 2001 SIGGRAPH 2001N-Space Art Gallery and Touring Exhibition. Los Angeles, CA
- 2001 Indianapolis Museum of Art. Video installation Indianapolis, IN

## SELECTED PUBLICATIONS / PRESENTATIONS / PROFESSIONAL ACTIVITY:

- 2020 Serious Gaming for Virtual Archaeoastronomy. Studies in Digital Heritage. Zotti, Frischer, Fillwalk.
- 2019 Keynote. CAAV 19. Campus Alliance for Advanced Visualization. Indiana University, IN
- 2019 Presentation. Cultural Heritage New Technologies. Vienna, Austria.
- 2018 Game Music, Sound Design and Virtual Reality Audio Conference. Los Angeles, CA.
- 2017 Presentation. Buffalo Bill Centennial Symposium. Buffalo Bill Center of the West. Cody. WY.

- 2017- Editorial Board. Studies in Digital Heritage. IU Scholarworks Journals.
- 2016 Paper. University of Oulu, School of Architecture. 34th Annual eCAADe Conference. Oulu, Finland.
- 2016 Presentation. Boston Museum of Science. Boston,
- 2016 Organized Ground Penetrating Radar survey on site of Meridian Augusti, Rome Italy. Collaboration with Indiana University.
- 2016 IDIA Lab celestial research cited in Cambridge Archaeological Journal, Cosmvision in New World Ritual Landscapes
- 2015 History Channel. Ancient Roman Engineering for The Universe Series.
- 2015 Presentation and Award. Society for Simulation in Health Care. 15<sup>th</sup> Annual Conference, New Orleans.
- 2015 Presentation. VR2015 IEEE International Virtual Reality Conference. Arles, France
- 2015 Award finalist. 3DUI Conference. Arles, France.
- 2015 Paper. Cultural Heritage New Technologies. Vienna, Austria.
- 2014 American History Association. Virtual Reality and Historical Practice. Washington, DC.
- 2014 Paper. Engaging Virtual Worlds: Simulations and Cultural Heritage. European Association of Archeologists, Istanbul
- 2014 History Channel. Stonehenge for The Universe Series.
- 2014 Presentation and Paper. EDUCAUSE Connect: Chicago. Chicago, IL.
- 2014 Master Class in 3D Virtualization. Southwest College, Omagh, Northern Ireland, UK
- 2013 Editorial Board of the Digital Applications in Archaeology and Cultural Heritage Journal. Elsevier.
- 2013 Vatican's Pontifical Academy of Archeology. Virtual Meridian Augusti. Rome, Italy.
- 2013 Immersive Education Initiative iED2013. Immersive Environments in Digital Humanities Teaching and Learning. Boston, MA.
- 2013 Bronze Medal at iENA Exposition. Nuremberg, Germany
- 2013 Finalist Laval Virtual Award. Laval, France.
- 2013 Commissioned by Mellon Foundation, Virtual World Consortium.
- 2013 Harvard Center for Hellenic Studies. Virtual Hadrian's Villa Project. Washington, DC.
- 2013 Digital Heritage 2013. Marseilles, France
- 2013 NEH Summer Institute - Humanities Heritage 3D Visualization: Theory and Practice. Arkansas.
- 2012 Paper presentation: 18th International Conference on Virtual Systems and Multimedia *Virtual Systems in the Information Society*. Milan, Italy.
- 2012 Keynote: Blur Conference. Human Computer Interaction. November 15-16 in Broomfield, CO
- 2012 Paper and Panel. Computer Applications and Quantitative Methods in Archaeology. Southampton, UK
- 2011 Paper presentation. Cultural Heritage and New Technologies. Vienna, Austria
- 2011 Form from Thought Symposium. Panel with Christiane Paul, Michael Rush, Ken Feingold and Adam Brown. Michigan State University.
- 2010 Milan Innovation Festival. Virtual keynote on MUVES. Milan, Italy
- 2010 8th International Symposium of Interactive Media Design. Istanbul, Turkey.
- 2009 Lecture: Hybrid Art Forms. University of Campinas, Brazil.
- 2009 Lecture: Virtual Design. Federal University of Sao Paulo, Brazil.
- 2009 Sigradi. Iberoamerican Society of Digital Graphics. Annual Congress. Presentation and paper. Sao Paulo, Brazil.
- 2009 ISEA. International Society for Electronic Art. Presentation. Belfast, IE.
- 2009 Blackboard World. Washington, DC. Presentation.
- 2009 Archimuse: Museums and the Web. Indianapolis, IN. Presentation. Paper.
- 2009 Mardigras Conference for Virtual Worlds. Lafayette, LA. Presentation. Paper.
- 2009 ACUTA Award for Institutional Excellence. Blackboard/SL. Atlanta, GA
- 2008 Blackboard Greenhouse Grant for Virtual Worlds.
- 2008 Campus Technology Conference. Boston, MA. Presentation.
- 2008 Blackboard Developers Conference. Presentation. Las Vegas, NV.
- 2008 Campus Technology Innovators Award for Virtual Worlds Learning. Atlanta, GA.
- 2008 International Digital Media and Arts Association Savannah, GA. Presentation.
- 2005 Hewlett Packard Artists and Animators of the Future Council. SIGGRAPH 05. Los Angeles, CA.
- 2001 Designed and Founded Intermedia and Animation Program. School of Art, Ball State University.