

DR. STEPHEN LAWRENCE GUYNUP

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EXPERIENCE

Southern New Hampshire University – Online Division • adjunct faculty, game design • 2020 -
Currently teaching 100% online game design and virtual reality classes. Subject include: 3D modeling (Maya & 3DS Max), C# programming, game production (Unity & Unreal), and virtual reality.

University of Miami Ohio • visiting data visualization and immersive technologies specialist • 2019 – 2020
Contract position, assigned to connect faculty to educational VR software from Steam and Viveport.

Art Institute of Pittsburgh – Online Division • faculty, game art & design (GAD) • 2006 – 2019
Taught 100% online classes. Subjects include: 3D modeling (3DS Max & Maya), level design (Unreal), VR art (Unity), audio (Audacity), storytelling, project management, and play theory.

University of Moscow-Idaho • clinical faculty, virtual technology and design (VTD) • 2012 – 2013
Taught junior & sophomore studio classes in virtual design and 3D polygon modeling. Subjects include: 3D virtual poetry, indie game design, scientific visualization, and professional development.

University of Baltimore, KidsTeam • researcher, videographer, and game designer • 2004 – 2006
KidsTeam is an NSF funded project that works with pre-teens as new media design partners.
Collaborating universities included: Penn State, NYU, and MIT.

Georgia State University • graduate instructor • 2003 – 2004
Taught multiple sections of Communication Research and Information Technology, Lessons covered qualitative and quantitative analysis, research methods, technical writing. and technology usage.

Georgia Tech • graduate research assistant • 2001 – 2003
Assistant to the LCC Chair on several research projects, designed the department's website, and tutored inner city Atlanta public school students through Atlanta READS.

MeetFactory • game designer • 2000 – 2001
Moved to Helsinki, Finland and built interactive elements for use in "Iceborg". This was an online multi-user virtual game space created by Finnish artist, 1996 Ars Electronic winner Andy Best and his international design team.

GRA Interactive • senior designer • 1995 – 1999
Directed visual development of multimillion dollar training software for CSX Rail, UPS, Georgia Pacific, and others.

Global Graphics • art department night manager • 1992 – 1995
Managed workflow, worked with clients, and created graphics for corrugated packaging in a production environment.

EDUCATION

University of Baltimore • School of Information Arts and Technologies
Doctorate, Communication and Design • 2010

Georgia Institute of Technology • School of Literature, Communication & Culture
Master of Science Degree, Information Design & Technology • 2003

Rochester Institute of Technology • College of Fine & Applied Arts
Bachelor of Science Degree, Package Design • 1991

PROJECTS: CONFERENCES & PRESENTATIONS

"VR Demo Center", Organizer, Serious Play Conference University of North Carolina, George Mason University, University of Buffalo	2016 - 2019
"Sharing Serious Play: Databases, Blogs, and Deeper Knowledge", Serious Play Conference University of North Carolina at Chapel Hill, Chapel Hill, North Carolina	Jul 2016
"The Reality of Virtual Worlds: Theory & Research Become Practical Application" 22st Annual Online Learning International Conference (OLC / Sloan-C) Walt Disney World Dolphin Resort, Orlando Florida	Nov 2011
"Beyond Realism: Form and Function in the Design of Virtual Spaces" Immersive Education Initiative Summit (iED) Boston College, Boston, Massachusetts.	May 2011
"Magic Classroom", Web3D Showcase, ACM SIGGRAPH 09 New Orleans Convention Center, New Orleans, Louisiana	Aug 2009
"Code Blue", People who play don't make trouble, Entermultimediale 2 International Centre for Art and New Technologies, Prague, Czech Republic	May 2005
"The Virtual Crystal Cabinet", X3D Demo or Die, ACM SIGGRAPH 04 Los Angeles Convention Center, Los Angeles, California	Aug 2004
"Beyond Human - Bespace", Educators Program, ACM SIGGRAPH 04 Los Angeles Convention Center, Los Angeles, California	Aug 2004
"Sea Maven", Educators Program, ACM SIGGRAPH 04 Los Angeles Convention Center, Los Angeles, California	Aug 2004
"Bespace, The Immersive Darwin Lecture", Art Gallery, ACM SIGGRAPH 04 Los Angeles Convention Center, Los Angeles, California	Aug 2004
"Avatar as Multimedia Expression" International Conference Virtual Storytelling Modern and Contemporary Art Museum "Les Abattoirs", Toulouse, France	Nov 2003
"The Virtual Crystal Cabinet" FILE (Electronic Language International Festival) Cultural Institution and Museum 'Paço das Artes', São Paulo, Brazil	Aug 2003
"The Virtual Crystal Cabinet" Cornerhouse Exhibition Greater Manchester's Contemporary Art Centre, England	Jun 2003
"Blake & Multimedia Art" Computing in the Humanities Conference University of Georgia, Athens, Georgia	May 2003
"The Virtual Crystal Cabinet" Web3D Art, Web3D 2003 Symposium Saint Malo, France	Mar 2003
"A Virtual Crystal Cabinet" Designs on Blake Symposium Georgia Institute of Technology, Atlanta, Georgia	Dec 2002
"Hubbub", Team Member, TechnoPoetry Festival Georgia Institute of Technology, Atlanta, Georgia	Apr 2002
"Kosovo – Unfinished", Web3D Round-Up, SIGGRAPH 00 New Orleans Convention Center, New Orleans, Louisiana	Aug 2000

“Kosovo – Unfinished”, Art Gallery – Web3Dart, SIGGRAPH 00 New Orleans Convention Center, New Orleans, Louisiana	Aug 2000
“Tea Space”, Opening Expo_I: prothese digitale, Altnet Fabric (virtual) Paris, France	Apr 2000
“Avatar as Content Delivery Platform”, Web3D 2000 Symposium Monterey, California	Feb 2000
“Kosovo Unfinished”, VRML-ART, Web3D 2000 Symposium Monterey, California	Feb 2000
“Virtual Poet/Participant”, Worldcon, World Science Fiction Convention Melbourne, Australia	Aug 1999
“Avatar as Content Delivery Platform”, Web3D Round-Up, SIGGRAPH 99 Los Angeles Convention Center, Los Angeles, California	Aug 1999
“Kosovo Unfinished”, e –FUSION, SEAFair Skopje, Macedonia	Oct 1999
“Avatar as Content” Education Section, VRML 99 Paderborn, Germany	Feb 1999
“VNet Demo” Web3D Round-UP, SIGGRAPH 98 Orlando, Florida	Aug 1998
“Multi-user VR Demo” Experimental Photographers Action Committee (EPAC) Tula Art Center, Atlanta, Georgia	Jun 1998
“Untitled Memories Installation II”, Naked Non-Violent Art Show Nomenclature Museum, Atlanta, Georgia	Jun 1998
“Virtual Playground Installation” Art in Odd Places, Arts Festival of Atlanta An Odd Place Downtown, Atlanta, Georgia	Sep 1997
“Untitled Memories Installation”, Digital Americana Art Show Orlando Museum of Art, Orlando, Florida	Aug 1997

PAPERS: PUBLICATIONS, WORKSHOPS & PRESENTATIONS

“Virtual Reality, Game Design, and Virtual Art Galleries”, Book Chapter Curating the Digital - Space for Art and Interaction, Editor David England ACM – CHI, Springer Series on Cultural Computing	Jun 2016
“Narrative Without Fiction, the Design of Non-Game Virtual Spaces” DiGRA 2013 6th Digital Games Research Association Conference Georgian Terrace Conference Suites, Atlanta, Georgia	Aug 2013
“Isovista, Virtual Exhibition & Catalogue” Curating the Digital Workshop, ACM CHI 14 Association for Computing Machinery, Computer Human Interaction Metro Toronto Convention Centre, Toronto, Canada	Apr 2014
“Unwrapping VR through the Myth of Total Cinema” ACM C&C 13 9th Conference on Creativity and Cognition University of Technology, Sydney, Australia	Jun 2013

“Fake Fun: Transforming the Challenges of Learning into Play” SIGGRAPH Los Angeles, California	Aug 2005
“From GUI to Gallery” Museums and the Web Conference Chattanooga, Tennessee	Mar 2002
“The Lost World - Mac & VRML”, MacHack 99 Developers Conference Dearborn, Michigan	Jun 1999
“Avatar as Content Delivery Platform” Next Generation Computer Systems Elsevier Science, Amsterdam, The Netherlands,	Winter 1999
“Perf 19 - Shadows on the Wall”, Guest Editor Perforations Public Domain (pd.org), Atlanta, Georgia	Jun 1999
“Virtual Daylight” (coverstory), Writer, NetProfessional Magazine San Francisco, California	Sep 1998
“VRML 97 Lights, Color, Action”, Writer, NetProfessional Magazine San Francisco, California	Sep 1998
“Virtual Playground” Art in Odd Places, Art Papers Magazine Atlanta, Georgia	March/April 1998

NEW MEDIA EXPERT: *CHAIR, JUROR, INVITED SPEAKER, INTERVIEWS*

“Serious Game Judge” Serious Play Conference University of North Carolina at Chapel Hill, Chapel Hill, North Carolina (most recent)	2015 – 2019
“Dr. Steve Guynup on the Cross-Section of Art and VR” VR Flashback, Upload VR San Francisco, California, http://uploadvr.com	Aug 2015
“Invited Speaker - Virtual Worlds, Virtual Classes”, X3D Tech Talk, ACM SIGGRAPH Los Angeles Convention Center, Los Angeles, California	Aug 2010
“Art Gallery Chair – VR Art & Design Retrospective” 15th ACM Web 3D Symposium co/ SIGGRAPH, Los Angeles Convention Center, Los Angeles, California	Aug 2010
“Invited Education Speaker”, Business Application Forum, 15th ACM Web 3D Symposium co/ SIGGRAPH, Los Angeles Convention Center, Los Angeles, California	Aug 2010
“Fireside Chat - Meet the Editors” GLS 6 Games + Society Conference University of Wisconsin-Madison, Madison, Wisconsin	Jun 2010
“Mixing Media / Poetry & Space” Imagery & Language (guest lecturer) Western Michigan University, Kalamazoo, Michigan	Mar 2008
“Web3D: Lessons in Design & Theory” Web3D Symposium Columbia, Maryland	Apr 2006
“Interface & Environment” Narrative & Space (PhD course, guest instructor) Georgia Institute of Technology, College of Architecture, Atlanta, Georgia	Nov 2003
“Online 3D Artists” Empyre (online thematic discussion, hosted by Melinda Rackham) Melbourne, Australia	Mar 2002

“From GUI to Gallery” Museums and the Web Conference (plenary speaker) Chattanooga, Tennessee	Mar 2002
“The Virtual and the Real”, Philosophy of the Internet (guest lecturer) The Atlanta College of Art, Atlanta, Georgia	1998, 1999, 2000
“In Games” Universal Media Element Library, Web3D 2000 (special guest speaker) Monterey, California	Feb 2000
“Virtual Literature” 1999 Writers Conference, Georgia Writers Association speaker Atlanta, Georgia	May 1999
“Avatar as Content Delivery Platform II”, Virtual Reality Association (virtual) Melbourne, Australia	Apr 1999
“Narrative Storytelling”, VRML 99 (invited panel participant with Mark Pesce, Andy Best) Paderborn, Germany	Feb 1999
“Art, Poetry, and VR” Blue Milk Magazine (interview)	Winter 1997
“Art in the Age of Virtual Reproduction”, Digital Art, (guest lecturer) University of Florida, Gainesville, Florida	Oct 1996

DIGITAL ARTS: *LARGE FORMAT PRINTS & MULTIMEDIA PERFORMANCES*

“Isovista” Snap to Grid Art Show, Artist & Facilitator for my Students Los Angeles Center for Digital Art (LACDA)	Dec 2011
“TV Dreams” Naked Non-Violent, Group Show, New Media Performer Nomenclature Museum, Atlanta, Georgia	Aug 1998
“Brushwork Series 02” Explorations in Photography, Art, and Technology (EPAT) Digital Painter Backdrop Gallery, Atlanta, Georgia	July 1997
Panorama Ray Memorial Show, Poet & Performer Backdrop Gallery, Atlanta, Georgia	May 1997
“Homage to Bacchus”, Performer w/ Daffodil Group Nomenclature Museum, Atlanta, Georgia	Jan 1997
“Brushwork Series 01” Lonesome Virgin Spoken Word Event, Guest Visual Artist Café Diem, Atlanta, Georgia	Nov 1996
1996 Atlanta Olympic Show, Group Show, Digital Artist Backdrop Gallery, Atlanta, Georgia	Jun 1996
Art and Technology Show, Guest Digital Artist Marietta College, Marietta, Ohio	Feb 1996
100 Poets on Roof Tops, Shouting Poet Little Five Points, Atlanta, Georgia	Oct 1995
Art in the Machine, Art Director/Digital Artist Red-light Gallery, Atlanta, Georgia	Jun 1995
Explorations in New Media, Solo Digital Artist Coca-Cola Roxy Theater, Atlanta, Georgia	Jan 1995

AFFILIATIONS

ACM CHI.Art, (Association of Computing Machinery / Computer Human Interaction) Member	2013 -
Serious Play Association, Member, Informal Staff	2013 -
MediaGrid, Immersive Education Initiative, Working Group Member	2008 -
International Journal of Gaming and Computer-Mediated Simulations (IJGCMS) Editorial Review Board Member	2008 -
Professional and Technical Advisory Board, Art Institute of Washington. Advisor	2006 -
International Game Design Association (IGDA) Member	2004
Local Poets and That Steve Guy (Poetry Group) That Steve Guy / Co-Host	1996 - 1999
Public Domain (Digital Arts Group / Online Journal) Member / Guest Editor	1994 - 2012

TEACHING & PROJECTS: *HONORS*

“Outstanding Teacher Award” Art Institute of Pittsburgh Online Division, Pittsburgh, Pennsylvania	2009
“Winner / Art “Expo 1:Prothese Digital” (Art Gallery Artist) Web3D Round-Up Web3D 2000 Symposium, Monterey, California	Feb 2000
“Avatar as Content Delivery Platform” Winner / Best Conceptual Advancement 1999 Avvy Awards, Bruce Damer’s Contact Consortium Los Angeles California	Dec 1999
“Feng the Dragon”, Third Place / North American Division, Blaxxun Avatar Competition Blaxxun - Berlin, Germany	Jul 1998
Two Awards for Excellence The Illustration Show, Juried Competition, Digital Artist The Visual Club, New York, New York	Feb 1996

COURSES TAUGHT

Art Institute of Pittsburgh • Portfolio, Portfolio Preparation, Virtual Poetry, Virtual Art, Digital Storytelling, Advanced Level Design, Level Design, Project Management for Game Art, Game Production Pipeline, Low Polygon Modeling & Animation, Material & Lighting, 3D Camera & Lighting Techniques, Principles of 3D Modeling , Game Design & Game Play, Sound Design for Games, Interactive Authoring, Designing Interior Spaces and Worlds, Introduction to Game Development, Interface Design, Advanced Illustration for Game Art, Digital Image Manipulation, Web Imaging Techniques, Dimensional Design, 3D Scripting

University of Moscow-Idaho • Junior Studio, Sophomore Studio, Introduction to 3D Modeling

University of Baltimore • KidsTeam Research Project, Game Scripting for KidsTeam

Georgia State University • Communication Research & Information Technology

Georgia Tech • History of Science & Technology, as TA for LCC Chair

Hands On Atlanta • Elementary School Reading Coach