

Education:

- 2005-2008 **MFA, Media Study**, University at Buffalo, SUNY, USA.
- *Thesis: Affective Robotics as Device Art.*
- 1997-2001 **BFA, New Media**, Ryerson University, Toronto, Canada.

Related Work Experience:

- 2009-cont. **Course Director**, Digital Media/FACS, York University, Toronto, Canada.
- *The Electronic Landscape*: A production/theory course introducing 125 students to digital media topics including: Remix, Code & Networks, Embodiment, and Sound.
 - *Digital Objects 2*: Project-management skills for self-directed digital media projects.
 - *Physical Computing*: Electronics design for creative devices.
 - *Intro to New Media Art*: Introducing 200 students to computers in art including: Image-Manipulation, Web Development, and Programming for Graphics.
 - *Interactive Performance and Installation* - Physical Computing and Computer Vision for creative works.
- 2008-cont. **Adjunct Instructor**, Documentary Media & New Media, Ryerson University, Toronto, Canada
- *Documentary and New Media*: Graduate-level course in which students develop new media related thesis projects.
 - *Interaction Design*: Physical Computing and Computer Vision for installations.
- 2005-2008 **Adjunct Instructor/Teaching Assistant/Lab Manager**, Media Study, SUNY, Buffalo, USA.
- Co-taught/Assisted with several Media Production courses on topics of Physical Computing, and Computer Vision.
 - Redesigned, built and managed media lab for work with electronics and programming.
 - Only grad student to be instructing other graduates.
- 2007 **Instructor**, "*Physical Computing Workshop*", various locations, Canada.
- Taught 5 day intensive production workshops on topic of Physical Computing at SOIL media arts centre in Regina, Saskatchewan, and Faucet media arts centre in Sackville, New Brunswick.
- 2002-2005 **Studio Manager/Access Coordinator**, *InterAccess Electronic Media Arts Centre*, Toronto, Canada.
- Budgeted, co-wrote grants, designed and executed equipment and facilities development plans.
 - Programmed studio activities for membership.
 - Organized, facilitated and designed curriculum of media production workshops.
 - Technician and preparateur for exhibitions.
- 2001-2002 **Production Associate**, Creative Electronic Environment, Banff Centre for the Arts, Banff, Canada.
- Technician to artists in residence on their media arts projects. Built interactive installations.
- 2001-cont. **Contract Technician**, Various Artists, Toronto, Canada.
- Technician to artists on their Media Arts projects. Focus on electronics design, programming and interactive media. Clients include: Philip Beesley, Nell Tenhaaf, Lois Andison

Selected Exhibitions & Festivals:

- 2011 **Robotics**, Idea Gallery, Ontario Science Centre, Toronto, Canada (upcoming)
- 2011 **McLuhan Centenary Exhibition**, Gallery 1313, Toronto, Canada (upcoming)
- 2010 **DIY Citizenship**, Toronto, Canada
- 2010 **SIGGRAPH 2010 Art Exhibition**, Los Angeles, USA
- 2009 **New Media Show**, Ryerson Gallery, Toronto, Canada
- 2008 **Schematic**, Space Gallery, London, England.
- 2007 **CAFKA**, City Hall, Kitchener, Canada.
- 2007 **Ghost Train**, Buffalo Central Terminal, Buffalo, USA.
- 2006 **Machines for Social Circumstance**, Oboro, Montreal, Canada. (Solo)
- 2006 **It's Not You, It's Me**, Hallwalls, Buffalo, USA.
- 2005 **Ars Electronica**, Hauptbahnhof, Linz, Austria.
- 2005 **Je te veux**, with Annie MacDonnel & Alex Geddie, York Quay Gallery, Toronto, Canada.
- 2004 **Artbots**, Mink Centre, New York City, USA.
- 2004 **ISEA2004**, Viru Centre, Tallinn, Estonia.
- 2004 **Tekhne**, Harbourfront Centre, Toronto, Canada.
- 2004 **Toronto comes Downtown**, Downtown Artspace, Adelaide, Australia.
- 2003 **Future Physical: Respond**, Cambridge, England.
- 2003 **Twitch**, Ace Art, Winnipeg, Canada.
- 2002 **Ceci n'est pas la Télévision** with Slavica Ceperkovic, Le Fresnoy, France & Banff Centre, Canada.
- 2002 **Future Physical: Wear-Me**, Norwich, England.
- 2001 **Images Festival of Video and Film: V is for Video**, Toronto, Canada.
- 2001 **Between Time and Space (Emerging Artists)**, Interaccess, Toronto, Canada.
- 2001 **Code: Annual Juried Exhibition**, Gallery 1313, Toronto, Canada.
- 2000 **The Strangeness Within**, Video Archeology Festival, Bulgaria.

Selected Performances:

- 2007 **Subtle Technologies**, with Kerry Segal, Toronto, ON, Canada.
- 2007 **Ghost Train**, with Kerry Segal, Buffalo Central Terminal, Buffalo, USA.
- 2007 **CAFKA**, City Hall, Kitchener, Canada.
- 2005 **McLuhan Festival of the Future**, with Kerry Segal, Deleon White Gallery, Toronto, Canada.
- 2005 **The Plague and Other Neuroses**, with Kerry Segal, The Theatre Centre, Toronto, Canada.

Residencies:

- 2007 **Neutral Ground/Soil**, Regina, Canada.
- 2005 **Elsewhere Artist Collaborative**, Greensboro, USA.

Selected Commissions, Grants, Awards:

- 2010 Touch Affective Robotic Modules, **Toronto Arts Council**, Media Arts Section.
- 2009 Touch Affective Robotic Modules, **Ontario Arts Council**, Media Arts Section.

- 2007 **Morris Arts Scholarship**, University at Buffalo, SUNY, Buffalo, USA.
- 2005/2006 **Dean's Fellowship**, University at Buffalo, SUNY, Buffalo, USA.
- 2005 The Blanket Project, **Jury-Recommended Work, 2005 [9th] Japan Media Arts Festival**, Japan.
<http://plaza.bunka.go.jp/english/festival/sakuhin/suisen/index.html>
- 2004 Machines for Social Circumstance, **Canada Council for the Arts**, Media Arts Section.
- 2002 The Blanket Project, **Future Physical Commission**, UK.
http://www.futurephysical.org/pages/programme/commissions/blanket_project.html
- 2002 The Blanket Project, **Emerging Artist Grant, Canada Council for the Arts**, Media Arts Section.
- 2000 **JL Beaton Award**, Ryerson University, Toronto, Canada.
- 2000 **President's Scholarship**, Ryerson University, Toronto, Canada.

Selected Lectures, Artist Talks, Panels, Moderation:

- 2011 **The (Scientific) Mind in Performance and Culture**, Toronto, Canada.
- 2010 **Business 3.0 - How the Future of Technology will Change Business**, Toronto, Canada.
- 2010 **SIGGRAPH**, Los Angeles, USA.
- 2010 **Canadian Undergraduate Technology Conference**, Toronto, Canada.
- 2009 **Ignite Toronto**, Toronto, Canada.
- 2009 **Dorkbot**, Toronto, Canada.
- 2009 **Dorkbot**, Buffalo, USA.
- 2008 **Dorkbot**, London, UK.
- 2007 **Neutral Ground/Soil**, Regina, Canada.
- 2007 **Subtle Technologies**, Toronto, Canada.
- 2006 **Pecha Kucha**, Buffalo, USA.
- 2006 **Making Rooms**, Toronto, Canada.
- 2005 **Dorkbot**, Toronto, Canada. With Annie MacDonnel & Alex Geddie.
- 2004 **Images Festival**, Toronto, Canada.
- 2003 **AceArt**, Winnipeg, Canada.

Selected Publications, Reviews, Interviews:

- 2011 N. Stedman, "My Faceless Friends - Why "social robotics" is heading in the wrong direction by making machines that look like us", **Scope Magazine**, Issue 1, 2011
<http://www.scope-mag.com/wp-content/uploads/2011/01/SCOPE-Magazine-Winter-2011.pdf>
- 2011 N. Stedman, **ACM Journal of Computers in Entertainment**, (forthcoming).
<http://cie.acm.org/>
- 2010 S. Hendren, **Nicholas Stedman's After Deep Blue**, abler.net
<http://www.ablersite.org/2010/10/nicholas-stedmans-after-deep-blue/>
- 2010 N. Stedman, **Leonardo Journal**, volume 43, Issue 3, 2010
<http://muse.jhu.edu/login?uri=/journals/leonardo/v043/43.4.stedman.pdf>
- 2010 S. Wilson, "Art + Science Now".
<http://www.thamesandhudson.com/9780500238684.html>
- 2010 **Digital Village Radio**, August 14. digitalvillage.org
<http://pacifist.net/dv/audio/dv10081402.mp3>
- 2009 N. Stedman - "**ADB (after Deep Blue)**", Vague Terrain.
<http://www.vagueterrain.net/journal12/nicholas-stedman>

- 2008 D. Gestrich, "**Interface Cultures**". Ed. D. Gestrich, C. Sommerer and L. Mignonneau.
<http://www.transcript-verlag.de/ts884/ts884i.php>
- 2007 C. Tsirbas, "**The Blanket Project - How we Perceive Robot Interaction**", Daily Galaxy
http://www.dailygalaxy.com/my_weblog/2007/11/the-blanket-pro.html
- 2007 N. Stedman, "**Science in Art**", Galerie de l'UQAM and Department of Heritage, Virtual Museum Project.
<http://virtualmuseum.ca/Exhibitions/Science/English/stedman.html>
- 2007 R. Buiani, "**Of Blankets, Shelters, and Textiles**", n.blog.
<http://www.noemalab.org/blogs/index.php?itemid=61>
- 2006 N. Mavrikakis, "**Sous la couverture**", Voir, Montreal, Canada.
<http://www.voir.ca/artsvisuels/artsvisuels.aspx?ilDArticle=40127>
- 2006 "**Sekai Gyoten News**", Nippon TV, Japan.
<http://www.youtube.com/watch?v=KahuASOLibo>
- 2005 "**fm4**", ORF radio, Austria.
http://nickstedman.banff.org/audio/blanket_on_orf_radio.mp3
- 2005 "**Nicholas Stedman/The Blanket Project**", Air Artlog, Japan.
<http://www.directions.jp/airartlog/flv/AAL005/005-04.html>
- 2005 B. Christensen, "**The Robotic Blanket and the Hunting Robe**", Technovelgy.Com
<http://www.technovelgy.com/ct/Science-Fiction-News.asp?NewsNum=443>
- 2004 K. McGee, "**A Touch of the Future: Contact-Expressive Devices**" - IEEE Multimedia
<http://ieeexplore.ieee.org/iel5/93/28183/01261100.pdf?isnumber=28183&arnumber=1261100>
- 2004 M. Kasprzak, "**Touch Over Distance**" - Networked Performance: Turbulence.org
<http://www.turbulence.org/blog/archives/000322.html>
- 2003 S. Deitz, "Twitch: "**Token of Such Things**" - Yproductions.com
http://www.yproductions.com/writing/archives/twitch_token_of_such_things.html
- 2003 "**An Entertaining and Evocative Madhouse**" - The Manitoban, Winnipeg, Canada.
http://themanitoban.com/2003-2004/1029/ar_01.html

Skills:

Teaching: Curriculum Design, Graduate/Undergraduate courses, Theory/Production, Tutoring, Workshops.

Community: Event Planning, Group Facilitation, Collaboration.

Organization: Grant Writing, Budget Development, Committee Guidance, Purchasing, Scheduling.

Media Lab: Design, Construction, Acquisition, Committee Facilitation, Budgeting, Management, Safety.

Programming: C, Python, Max/MSP/Jitter, Pd, Processing, Arduino, HTML, CSS, Assembler, Basic. OpenGL, Physics-simulation, Genetic Algorithms and Neural Nets, Computer Vision.

Digital Media Applications: Final Cut Pro, Photoshop, Dreamweaver, Audacity, Ardor, Blogging, Edmodo, Linux, Mac, Windows.

Robotics/Electronics: Circuit Design, Mechanical Control, Lighting Control, Sensing, Microcontrollers (Arduino, PIC, Basic Stamp), Wireless.

Fabrication: AutoCAD, Solidworks, Sketchup, 3D-modeling, 3D-printing, Laser Cutting, Sculpture, Mold-making, Plastic Casting, Metal-working, Mechanical Design.