

Dr. Morgan Rauscher

Artist-Educator / Technology-Innovator

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Curriculum Vitae

Re: Assistant or Associate Professor (Tenure) Computational Art and Digital Media

Education

- 2011 – 2020 **Individualized Electronic Arts Ph.D. (Robotics)**
Concordia University (Milleuex/Hexagram Institute), Montreal, QC, Canada
Research: Tele-Haptic Robotic Proto-Sculpting (4.05 GPA)
- 2008 – 2010 **Masters of Applied Digital Media Arts**
Emily Carr University, Vancouver, BC, Canada
Thesis: Android-robotic face recognition & tracking systems (Valedictorian)
- 2000 – 2004 **Combined Honors BA [digital] Multimedia & Visual Arts**
McMaster University, Hamilton, ON, Canada (Summa Cum Laude)
Honors Project: The McMaster University Virtual Tour (sold to McMaster)

Professional Experience

- 2008 – Present** **Creative Principal**
@ TS Business and Technology Consulting Ltd., Vancouver
Conception and technical development of art and technology work, providing transformation for organizations ranging from small private enterprises to fortune 500 companies and the Canadian government.
- 2019 – 2021** **Electronic Arts University Lecturer**
@ University of British Columbia Okanagan (Creative & Critical Studies Department), Kelowna, BC.
Design and delivery of undergraduate courseware, lectures, and assignments, coordination of course work, critiquing and advising students.
- 2011 – 2014** **Electronic Arts University Instructor**
@ Concordia University (Design and Computational Arts Department), Montreal
Design and delivery of course-ware, lectures, and assignments, coordination of course work, critiquing and advising students. I taught; Creative Electronic Studios, Tangible Media and

Physical Computing, Networks and Navigation, and I guest lectured for Masters level seminars.

2010 – 2012

Inventor & Co-Founder

@ *Mondomatrix Creative Electronics, Toronto*

Invented and designed an open-source creative electronics microcontroller product expanding the Arduino platform for artists and designers. Responsible for product design, manufacturing and assembly line design, logistics concept, operations, and marketing management.

2010 - 2011

Electronic Arts University Instructor

@ *Emily Carr University of Art + Design, Vancouver*

Designed and taught; Creative Electronics for Beginners, Interactivity: Media Practices, WordPress Programming, and I was invited to lecture in Advanced Digital + Interactive Art.

2003 – 2008

Multimedia Chief Designer + Coder

@ *M-Media Multimedia Ltd., Toronto*

Over 40 projects completed including the McMaster University Virtual Tour, e-Learning for DLC, e-commerce projects and the Government of Canada (Institute of Infection and Immunity) website.

- o Management of development teams
- o Software, e-learning and mass digital communications design and development
- o Development of strategic website initiatives (database, RIA and ‘smart-sites’)
- o User testing, invigilation and information efficiency reporting
- o Search engine optimization development and execution

Awards

2015 – Hexagram Institute Research Grant

2015 – Concordia University Travel Grant

2014 – INDI Research Expo First Prize; Ph.D.

2012 – Concordia University Full Graduate Fellowship

2010 – Emily Carr President’s Research Fund

2009 – SSHRC: Canadian Graduate Scholarship

2003 – Altana Pharma Commissioned Competition Winner

2003 – Post-it Note-able Art Competition Winner

2003 – The McMaster Prize for Special Achievement

2003 – McMaster University Senate Scholarship

2001-2003 – McMaster University Dean’s Honor Award

2000 – McMaster University Entrance Scholarship

Publication Selection

+ M Rauscher, “Haptic transference: A new haptic feedback robotic control interface,” in *Electronics, Communications and Networks IV*, 0 vols., CRC Press, 2015, pp. 1595–1597.

+ M. Rauscher, “The Essence of Interactive Expression,” *Samizdatpress Hamilt. Arts Lett.*, vol. 1, no. 7, p. 13, Spring/Summer 2014.

+ Morgan Rauscher, ‘Zeugen’, *Journal of Integrated Studies*, 4 (2013) <<http://jis.athabasca.ca/index.php/jis/article/view/151>> [accessed 16 July 2013].

+ The 6th Annual International Conference on Visual and Performing Arts, Athens, Greece

+ The 4th International Conference on Electronics, Communications and Networks CECNet, China

+ The Fifth International Conference on Tangible, Embedded and Embodied Interaction (TEI) “Art Explorations”, Funchal, Portugal

+ Technarte. International Conference on Art & Technology, Bilbao, Spain

+ “Nuit Blanche”, N-Polytope, collaboration with Chris Salter, Paris, France

+ “INDI’s inaugural research exposition”, Engineering and Visual Arts Complex, Montreal, QC

+ “Et si les robots mangeaient des pommes ?”: Maison des arts de Laval, Laval, QC

+ “Dust”: The Ally-way Gallery, Montreal, QC

+ “eXhibitions”: A B Gallery, Montreal, QC

+ “Life Light”: New Market, Installation, New Westminster, BC

+ “World Maker Faire”: Viscusi Gallery, New York Hall of Science, Flushing, Queens, NY

+ “Taken Up, Slightly Revised”: Charles H. Scott Gallery, Vancouver, BC

+ “E-Mixer”: Surrey Art Gallery (Interactive Futures ’09), Surrey, BC

+ “Not That Grad Show”: The Concourse Gallery, Vancouver, BC

+ “Legal Size”: The () Space, Vancouver, BC

+ “SUMMA Exhibition”: McMaster Art Gallery, Hamilton, ON

+ “McMaster Student Art Competition”: University Student Center, Hamilton, ON

+ “Interactive”: Gag the gallery, Hamilton, ON

+ “Post-it Note-able Art Competition: Harbourfront Center, Toronto, ON

+ “Humanities Symposium”: McMaster University Student Centre, Hamilton, ON

+ “Confess”: The New Space (McMaster University), Hamilton, ON

VIVO Media Arts Center, interactive persistence of vision and sound installation commission, Vancouver, BC

Find more online Please visit my website to see images and videos of my artwork, awards, publications, conferences, technical qualifications, professional affiliations and my other interests.

www.MorganRauscher.com