

### PhD Student

School of Interactive Arts and Technology  
Simon Fraser University  
735 Royal Ave, #12  
New Westminster BC V3M 1J6  
Phone: 778-858-4113

**Email**  
[joshuat@sfu.ca](mailto:joshuat@sfu.ca)

**Website**  
<http://www.sfu.ca/~joshuat/>

### Research Interests

---

- Interactive Digital Storytelling
- Virtual Worlds
- Game Studies
- Narrativised and Embodied Interface
- User Modeling
- Semiotics
- Social Media
- Affective Computing

### Education

---

**PhD** – Interactive Arts and Technology, Simon Fraser University, Surrey, BC, Canada (In progress)  
**MA** – Interactive Arts and Technology, Simon Fraser University, Surrey, BC, Canada (2008)  
**BA** – Music and Mythology, Johnston Center for Integrated Studies, University of Redlands, Redlands, CA, USA (2002)

### Publications & Presentations

---

#### Conference Papers

- Tanenbaum, K., & Tanenbaum, J. (forthcoming). *Commitment to Meaning: A Reframing of Agency in Games*. Paper to be presented at the 8th Annual Conference on Digital Arts and Culture (DAC). December 12-15, Irvine, USA
- Tanenbaum, J., & Bizzocchi, J. (2009). *Close-Reading and the Poetics of Form and Experience in an Emergent Medium*. Paper presented at the 3rd Annual Canadian Gaming Studies Association Conference. May 23-24, Ottawa, Canada
- Tanenbaum, J., & Bizzocchi, J. (2009). *Rock Band: A Case Study in the Design of Embodied Interface Experience*. Paper presented at ACM SIGGRAPH 2009, New Orleans, August 4-8.
- Tanenbaum, J., & Tanenbaum, K. (2008). *Improvisation and Performance as Models for Interacting with Stories*. Paper presented at the 1st Annual International Conference on Interactive Digital Storytelling (ICIDS). November 26-29, Erfurt, Germany
- Tanenbaum, J., & Bizzocchi, J. (2008). *A Preliminary Framework for Narrative and Embodied Interaction in Games*. Paper presented at the Expanding Our Horizons: Canadian Game Studies at Home and Abroad. September 19<sup>th</sup>-21<sup>st</sup>. Vancouver, Canada
- Tanenbaum, J., & Bizzocchi, J. (2008). *You Must Be An Experienced Thief: Intelligent Personalization in Oblivion*. Paper presented at the 2nd Annual Canadian Gaming Studies Association Conference. May 31<sup>st</sup>, Vancouver, Canada
- Tanenbaum, J., & Tomizu, A. (2007). *Affective Interaction Design and Narrative Presentation*. Paper presented at the AAAI Fall Symposium on Intelligent Narrative Technology. November 9-11, Arlington, USA

#### Journal Articles

- Tanenbaum, J., & Bizzocchi, J. (2008). Close Reading Oblivion: Character Believability and Intelligent Personalization in Games. *Loading...The Journal of the Canadian Games Studies Association*, 3(4).
- Tanenbaum, J., & Tomizu, A. (2008). Narrative Meaning Creation in Interactive Storytelling. *International Journal of Computational Science*, 2(1), 3-20.

## Thesis

Tanenbaum, J. (2008). *Master's Thesis: Believability, Adaptivity, and Performativity: Three Lenses for the Analysis of Interactive Storytelling*. Simon Fraser University, Canada. Defended July 29th

## Presentations

Tanenbaum, J. (2009) *A Framework for Mapping Virtual Geography in World of Warcraft*. Graduate Student Symposium on the Serious Study of Virtual Worlds at the State of Play VI Conference, New York Law School, June 18<sup>th</sup> -20<sup>th</sup>, New York, NY, USA.

Tanenbaum, J., & Tanenbaum, K. (2009) *Digital Storytelling*. The Johnston Center for Integrative Studies 40<sup>th</sup> Reunion, University of Redlands, February 13<sup>th</sup>-15<sup>th</sup>. Redlands, USA.

Tanenbaum, J. (2008) *Improvisation and Performance as Models for Interacting with Stories*. SFU SIAT Research Colloquium, November 19<sup>th</sup>. Surrey, Canada.

Tanenbaum, J., & Tanenbaum, K. (2007) *Interactive Narrative Roundtable*. Vancouver New Forms Festival: ArtCamp, September 8<sup>th</sup>. Vancouver, Canada.

Tanenbaum, J., & Tomizu, A. (2007) *Affective Interaction Design and Narrative Presentation*. SFU SIAT Research Colloquium, October 10<sup>th</sup>. Surrey, Canada.

Tanenbaum, J., & Tanenbaum, K. (2006) *LIFE: a Framework for Low-resource Improvised Filmmaking Experiences*. Vancouver New Forms Festival: ArtCamp, September 21<sup>st</sup>, Vancouver, Canada.

## Research

---

**Tangible Ubiquitous Narrative Environment (TUNE)** (Primary Investigator) – SIAT, Simon Fraser University. With Karen Tanenbaum, Magy Seif El-Nasr and Jim Bizzocchi. Fall 2008 - Present

**CAT Games** (Researcher) – SIAT, Simon Fraser University. With Jim Bizzocchi, Steve DiPaola, & Ron Wakkary. Spring 2008 – Present

**Creative Collaboration** (NSERC Grant Preparation) – SIAT, Simon Fraser University. With Maia Engli. Fall 2006

**Two Hand Interfaces for 3D Modeling** (Research Assistant) – SIAT, Simon Fraser University. With Chris Shaw. Fall 2006

## Teaching

---

**Teaching Assistant**, SIAT, Simon Fraser University. IAT 309w *Writing for Design, Media & Informatics*, Fall 2009

**Teaching Assistant**, TechOne, Simon Fraser University. Tech 114 *Technology in Everyday Contexts*, Spring 2008

**Teaching Assistant**, TechOne, Simon Fraser University. Tech 114 *Technology in Everyday Contexts*, Fall 2007

**Teaching Assistant**, SIAT, Simon Fraser University. IAT 101 *New Media Images*, Spring 2007

## Projects

---

- **Evolving Darwin's Gaze** (Video Editor) – SIAT, Simon Fraser University. With Steve DiPaola. Spring 2009
- **MV** (Research Assistant) – SIAT, Simon Fraser University. With Alissa Antle. Spring 2009
- **Thinking with Hands** (Video Editor)—SIAT, Simon Fraser University. With Alissa Antle. Fall 2008
- **Kurio** (Video Editor)—SIAT, Simon Fraser University. With Ron Wakkary. Summer 2008
- **Lost Cause** (Composer)—SIAT, Simon Fraser University. With Kirstin Johnson. Fall 2007
- **SSAU: An Interactive Storybook** (Researcher, Composer, Writer, Programmer)—SIAT, Simon Fraser University. With Angela Tomizu. Spring 2007.
- **Ec(h)oVUE** (Web Developer)—SIAT, Simon Fraser University. With Ron Wakkary. Summer 2007
- **Ec(h)o** (Video Editor)—SIAT, Simon Fraser University. With Ron Wakkary. Spring 2007

## Awards

---

- **First Place in the Bluesky Innovation Competition**, 2009, University of California Santa Barbara Transliterations Project – award value \$3,000usd
- **Pacific Century Graduate Scholarship**, 2008-2009. Simon Fraser University – award value \$10,000cad
- **Faculty of Applied Science Graduate Fellowship**, 2007-2008. Simon Fraser University – award value \$6,000cad

## Leadership & Service

---

### Personal Achievement:

- **Technical Director**—IGDA Global Game Jam, Vancouver, 2009
- **Convener**—Art Camp 08 20/20, Vancouver New Forms Festival, 2008
- **Writer, Director, Editor**—Vancouver Film Race, *The Collector*, Vancouver, Canada, 2008
- **Writer, Director**—First Place Winner, ArtsConnect 5<sup>th</sup> annual “Quick Flick Challenge”, *Takeout for Two*, Port Moody, Canada, 2008.

### Involvement in Academic Life:

- **Member**—Canadian Game Studies Association (CGSA)
- **Member**—Graduate Students Studying Virtual Worlds (GSSVW)
- **Member**—Association for Computing Machinery (ACM)
- **Member**—ACM Special Interest Group in Graphics (ACM SIGGRAPH)
- **Project Lead**—UIST Student Innovation Contest, 2009
- **Facilitator**—TA Fundamentals Workshop, 2009
- **Reviewer**—International Journal of Arts and Technology (IJART), 2009
- **Audio Visual Organizer**—Center for Print and Media Cultures, Summer Symposium, 2009.
- **Juror, Papers Committee**—ACM SIGGRAPH, Games Papers Track. 2009
- **Reviewer**—IEEE Transactions on Computational Intelligence and AI in Games. 2009
- **Audio Visual Organizer**—Center for Print and Media Cultures, Summer Symposium, 2008.
- **Reviewer**—IEEE Transactions on Computational Intelligence and AI in Games. 2008
- **Facilitator**—TA Fundamentals Workshop, 2008
- **Graduate Program Committee Representative**—2008, SIAT, Simon Fraser University.
- **Communication Coordinator**—Graduate Student Association, 2007-2008. SIAT, Simon Fraser University.

## Industry Experience

---

- **Composer, Audio Engineer**—Freelance, San Diego CA, 2002-2006
- **Audio Visual Director**—*Cyberfashion '05*, ACM Siggraph, Los Angeles CA, USA, 2005
- **Co-Founder, Producer, Audio Director**—Eternal Adventures Entertainment, San Diego, CA, USA, 2004-2005
- **Photographer**—*Cyberfashion '04*, ACM Siggraph, Los Angeles CA, USA, 2004
- **Audio Engineer**—Miracle Theater Productions, San Diego, CA, USA, 2004-2005
- **Director of Audio Department, Audio Video Engineer**—Audio Visual Concepts, San Diego, CA, USA, 2003-2005
- **Lighting Engineer**—Pacific Event Productions, San Diego, CA, USA, 2003
- **Audio and Lighting Engineer**—Club Xanth, San Diego CA, USA, 2002-2003

## **Art Practice and Performance (selected)**

---

- **Singer, Composer, Arranger**—*The Cheshire Singers*, San Diego, CA, USA 2005-2006
- **Director, Editor**—*LIFE: Low Resource Improvised Film Experiments*, San Diego CA, USA, 2002-2006
- **Composer, Director, Singer**—*Senior Recital: Three variations on Lime in the Coconut*, Johnston Center for Integrated Studies, University of Redlands, Redlands CA, USA, 2002
- **Sound Designer**—*Two*, Johnston Center for Integrated Studies, University of Redlands, Redlands CA, USA, 2002
- **Curator, Composer**—*Johnston Musicians Recital*, Johnston Center for Integrated Studies, University of Redlands, Redlands CA, USA, 2002
- **Curator**—*Hard Travelin': An Evening with Paul Zarzyski & Tom Russell*, Johnston Center for Integrated Studies, University of Redlands, Redlands CA, USA, 2001
- **Composer, Performer**—*VALIS*, Johnston Center for Integrated Studies, University of Redlands, Redlands CA, USA, 2000