

Jim Bizzocchi

Associate Professor, School of Interactive Art + Technology
Simon Fraser University, Canada
E: jimbiz@sfu.ca
www.ambientvideo.ca

Education

- M.S., Comparative Media Studies, Massachusetts Institute of Technology, Cambridge, MA, USA, 2001
- B.A., Psychology, University of Michigan, Ann Arbor, MI, USA, 1968

Employment

Associate Professor, School of Interactive Arts and Technology, Simon Fraser University, Surrey, BC, 2002 to present

Associate Professor, Technical University of British Columbia, Surrey, BC, 2001 to 2002

Faculty, Media Resources Program, Capilano College, North Vancouver, BC, 1971 to 2001

Gallery Exhibits

Note: Seasons and Mediascape are collaborative works with Arne Eigenfeldt, Philippe Pasquier, and Miles Thorogood. All other exhibitions feature work by Bizzocchi alone.

"Reconstructed Landscapes", at the Whyte Museum of the Rockies, June 19 - October 16, 2016, Banff, Canada. Single-screen video. *Seasons II*.

ELO Media Arts Festival, June 10-12, 2016, Victoria, Canada. Single screen video. *Seasons II*

Generative Art 2015, December 9-11, 2015, Venice, Italy. Single-screen video. *Seasons*. SFU 50th Anniversary Celebration exhibit, Goldcorp Centre for the Arts, Simon Fraser University, September 18-October 16, 2015. Vancouver, BC. Single-screen video. *Seasons*

Emily Carr University of Art and Design Media Gallery, August 18-23, 2015, Vancouver BC. Generative video, audio sound installation. *Seasons*.

Lumen Prize 2015 Online Gallery - Top 100 selection. Digital video. *Mediascape*
<<http://lumenprize.com/artwork/mediascape>>

Electronic Literature Organization Gallery (peer reviewed), Madison, Wisconsin, June 19-21, 2014. Single-screen generative video installation. *Re:Cycle 3*.

"Blurred Lines" curated exhibit at Emily Carr University of Art and Design. August 8-23, 2014. Single-screen generative video, audio, sound installation. *Mediascape*.

"Where Do We Stop and They Begin", Audain Gallery, Vancouver, BC, June 21-29, 2012. Single screen generative video installation. *Re:Cycle 2*.

ELO 2012 Media Arts Show, Morgantown, WV, June 20-23, 2012. Single screen generative video installation. *Re:Cycle 2*.

IDEAS 10: Art and Digital Narrative Exhibition, (iDMAa Conference), Vancouver, BC, Nov. 2-7, 2010. Two-screen video installation. *Cycle/Re:Cycle*

New Forms Festival Screening, Vancouver BC, Sept. 10 - 18, 2010. Video. *Cycle* and *Winterscape*.

"A Series of Staggering Film and Video Events", Durham Art Gallery, Durham, Ontario, July 22-25, 2010. Two single-screen videos. *Winterscape* and *Streaming Video*.

MIT Comparative Media Studies Exhibition, Cambridge MA, April 22-23, 2010. Single-screen video. *Cycle* and *Winterscape*.

mediartZ: Art as Experiential, Art as Participatory, Art as Electronic, North Bank Artists Gallery, Vancouver WA, October 2-31, 2009. Single screen video. *Winterscape*, *Rockface II*, *Long Falls*.

Modern Alchemy” “The Creative Mind: Illusions and Perceptions”, Science World, Jan 31, 2009. Vancouver BC. Single-screen video. *Winterscape*, *Streaming Video*, *Rockface II*.

Pixel Pops, Krannert Art Museum, University of Illinois at Champagne, November 4, 2008 - January 4, 2009. *Winterscape*.

Design Cinema, Art Exhibition, Istanbul, Turkey, Nov 19-22, 2008. *Winterscape*.

Intersections Digital Studio - Video Exhibition, Emily Carr University, Vancouver BC, Nov 3, 2008; *Winterscape*.

809 International New Image Art Festival, Three Gorges area, China, July 25-August 5, 2008; *Winterscape/Streaming Video/Rockface II*.

Visionary Landscapes - Conference of the Electronic Literature Organization, May 29 - June 1, 2008, Vancouver, WA; *Winterscape*.

Peter Whyte Museum, Banff, Alberta, January to April, 2007, Banff AB; *Rockface*, *Streaming Video*, and *Winterscape*.

ACE (ACM SigCHI - Computers in Entertainment), Demo, June 14-16, 2006, Hollywood CA; *Winterscape*.

Video Painting Group Exhibition (with nomIg and Malcolm Levy), Next Wave Festival: 100 Points of Light, Melbourne, Australia, March 15-27, 2006. *Streaming Video* and *Rockface*.

"Creative Process and Artefact Creation: Practice, Digital Media and Support Tool", 5th Creativity and Cognition Conference, Art Program, London, UK, April 12-15, 2005. *Streaming Video*.

New Forms Festival 2004, Video Painting Gallery, *Rockface* and *Streaming Video*.

Film and Video Festivals

Macon Film Festival, Macon, Georgia, Feb 17-20, 2011. Video. *Cycle*.

Zero Film Festival, New York, NY, Nov. 13-20, 2010. Video. *Cycle*.

Costa Rica International Film Festival, Montezuma Costa Rica, November 18 - 21, 2010. Video. *Cycle*.

Illinois International Film Festival (IIFF), Chicago, Illinois, Nov. 5, 2010. Video. *Cycle*.

Los Angeles Reel Film Festival, Los Angeles, Oct. 5th 2010. Video. *Cycle*.

PikselSavers - Meta.Morf Biennial, Trondheim, Norway Oct. 7 – Nov. 7, 2010. Video. *Long Falls*.

Okanagan Film and Video Festival, Kelowna, July 22-25, 2010. Video. *Cycle*

Athens International Film and Video Festival, Athens, Ohio, April 27, 2010. Video. *Cycle*.

Hyperrhiz.06. Summer 2009. [online peer-reviewed journal - art section] Video.
RockfaceII/Streaming Video.
 International Symposium on Computational Aesthetics in Graphics, Visualization and
 Imaging 2009, Art Program Screening, Victoria, BC, Canada May 28-30,
 2009; *Winterscape*.
 British Film Festival LA, Los Angeles, CA, May 2009; *Winterscape*, Winner - Best
 International Short.
 Swansea Bay Film Festival 2008, Wales UK; *Winterscape*. Nominated for Best Avant-
 Garde Film.
 Houston World Film Fest, April 11-20, 2008, USA; *Winterscape*; Silver Award,
 Experimental Film Category.
 Byron Bay Film Festival, Feb 29-Mar 8, 2008, Australia; *Winterscape*.
 Victoria Film Festival, February 1-10, 2008, Victoria BC; *Winterscape*.
 Cineworks special event, Dec 14, 2007, Vancouver BC; *Winterscape*.
 Banff Summer Arts Festival, August 2007, Banff AB; *Streaming Video* and *Winterscape*.
 Liminal Screen Artist Residency, Banff Centre for the Arts, Artist's Screening, March
 2007, Banff AB; *Cycle*.
 Victoria Independent Film Festival, Feb. 2 - 11, 2007, Victoria BC; *Streaming Video*.

Selected Academic Publications

1. Books, book chapters, journals, conference proceedings

- Eigenfeldt, A., Bizzocchi, J., Thorogood, M. (2015) Applying Valence and Arousal
 Values to a Unified Video, Music, and Sound Generative Multimedia Work. In:
 Proceedings of the 2015 Generative Art Conference. December 9-11, 2015, Venice,
 Italy. Second Author. <http://generativeart.com/>
- Turner, J.O., Nixon, M., and Bizzocchi, J. (2015) SL-Bots: Automated and Autonomous
 Performance-Art in Second Life. In D. Doyle, ed. Opportunities for Artistic Practice
 in Virtual Worlds. IGI Global. June 2015. Third Author.
- Eigenfeldt, A., Thorogood, M., Bizzocchi, J., and Pasquier, P. (2014) MediaScape:
 Towards a Video, Music and Sound Metacreation. CITAR Journal of Science and
 Technology, Vo.l 6, No. 1, 61-73. Third Author.
- Nixon, M., and Bizzocchi, J. (2014) Interaction Images promote Character Identification
 in Heavy Rain. Well Played Journal, 3(1), 43-64.
 <<http://press.etc.cmu.edu/content/volume-3-number-1>> Second Author
- May, A., Bizzocchi, J., Antle, A. and Choo, A. (2014) Fraternal Feelings: How Brothers:
 A Tale of Two Sons Affects Players Through Gameplay. Proceedings of IEEE-GEM
 2014, pp. 192-195. Second Author
- Cuykendall, S., Schiphorst, T., and Bizzocchi, J. Designing Interaction Categories for
 Kinesthetic Empathy: A Case Study of Synchronous Objects. Proceedings of the 2014
 International Workshop on Movement and Computing (MOCO '14). New York:
 ACM, 2014. doi>10.1145/2617995.2617998. Third Author
- Fortin, C., Bizzocchi, J., Hennessy, K. and Neustaedter, C. (2013) Public Interaction
 Framework for Dynamic Digital Displays. Proceedings of DiGRA 2013: DeFragging
 Game Studies. Second Author

- Bizzocchi, Jim and Nixon, Michael and DiPaola, Steve and Funk, Natalie (2013) "The Role of Micronarrative in the Design and Experience of Digital Games". Proceedings of DiGRA 2013: DeFragging Game Studies, pp. 161-197. Lead Author
- Bizzocchi, J. and Nixon, M. (2013) Press X for Meaning: Interaction & Identification in Heavy Rain. Proceedings of DiGRA 2013: DeFragging Game Studies, pp. 303-339. Lead Author
- Fortin, Claude and Bizzocchi, Jim and Hennessy, Kate and Neustaedter, Carman (2013) "Public Interaction Framework for Dynamic Digital Displays". Proceedings of DiGRA 2013: DeFragging Game Studies. Second Author.
- Bizzocchi, J. (2011). Re:Cycle: A generative ambient video engine. Proceedings of the International Conference on Entertainment Computing 2011, pgs. 155-160.
- Tanenbaum, J., Tanenbaum, K., Bizzocchi, J., & Antle, A. N. (2011). Understanding Narrative and Embodied Interactions with "Present-at-Mind". Paper presented at the Embodied Interaction Workshop at CHI 2011. May 7-12, Vancouver, BC, Canada. ACM Press, pp 88-91. Third Author.
- Bizzocchi, J. and Tanenbaum, J. "Mass Effect 2 - A Case Study in Game Narrative". Bulletin of Science, Technology, & Society, vol. 32 no. 5, October 2012, pp. 393-404. doi: 10.1177/0270467612463796 [Lead Author]
- Bizzocchi J., Lin, B., and Tanenbaum, J., "Games, Narrative, and the Design of Interface", International Journal of Arts and Technology (IJART), Special Issue on: "Interactive Experiences in Multimedia and Augmented Environments", eds. Teresa Romão and Nuno Correia, Vol. 4, No. 4, 2011, pages 260-277. Lead Author.
- Bizzocchi J., and Tanenbaum, J., "Well Read: Applying Close Reading Techniques to Gameplay Experiences", *Well-Played 3.0*, ed. Drew Davidson, pgs. 218-315, ETC Press, Pittsburgh, PA, 2011. Lead Author.
- Bizzocchi, J., "Ambient Video - the Emergence of a New Video Form", in Cross-Media Communications: an Introduction to the Art of Creating Integrated Media Experiences, Drew Davidson ed., Section 3, Chapter 7, ETC Press, Pittsburgh, PA, 2010. <<http://www.etc.cmu.edu/etcpres/content/chapter-7-entertainment-and-art>>
- Tanenbaum, J. and Bizzocchi, J., "Close Reading Oblivion: Character Believability and Intelligent Personalization in Games", Loading: the Journal of the Canadian Game Studies Association. Vol 3, No 4 (2009). Second author. <<http://journals.sfu.ca/loading/index.php/loading/>>
- Bizzocchi, J. and Ben Youssef, B., "Ambient Video, Slow Motion, and Convergent Domains of Practice", Ch. 4 in Handbook of Research on Computational Art and Creative Informatics, eds. Braman, J., Vincenti, G. and Trajkovski, G. Information Science Reference, May 2009. Lead author.
- Ben Youssef, B., Bizzocchi, J. "Video Slow-Motion: A Shared Methodological Approach", International Journal of Computational Science, 2008, Vol. 2, No. 1, 61-81. Second author.
- Bizzocchi, J. The Aesthetics of the Ambient Video Experience, Fibreculture Journal, 2008, Issue 11, <http://journal.fibreculture.org/issue11/issue11_bizzocchi.html>
- Bizzocchi, J. Ambient Video: The Transformation of the Domestic Cinematic Experience, in Small Tech: The Culture of Digital Tools, eds. Byron Hawk, David Rieder, and Ollie Oviedo. University of Minnesota Press, February 2008.

- Johnson, K. and Bizzocchi, J., Lost Cause: An Interactive Film Project, The Journal of the International Digital Media and Arts Association, Volume 5, Number one, pages 42 - 49, Fall 2008. Second author.
- Bizzocchi, J., Games and Narrative: An Analytical Framework, in Loading: the Journal of the Canadian Game Studies Association, July, 2007, vol. 1, #1, pgs. 5 - 10.
- Bizzocchi, J. Video as Ambience: Reception and Aesthetics of Flat-Screen Video Display, Journal of Moving Image Studies, Vol. 5, 2006.
<<http://www.avila.edu/journal/index1.htm>>
- Bizzocchi, J. Video as Ambience: Reception and Aesthetics of Flat-Screen Video Display, Crossings Electronic Journal of Art and Technology, ISSN 1649-0460. Issue 4.1, December 2004. <<http://crossings.tcd.ie/issues/4.1/>>
- Bizzocchi, J. "Video as Ambience: Reception and Aesthetics of Flat-Screen Video Display", Journal of Moving Image Studies, Vol. 5, 2006.
[<http://www.avila.edu/journal/index1.htm>]
- Bizzocchi, J. and Rob Woodbury. "*Ceremony of Innocence* and the Subversion of Interface: A Case Study in Interactive Narrative", for *Simulation & Gaming: An Interdisciplinary Journal of Theory, Practice, and Research* - Special Issue on The art and science of design, Vol. 34, December 2003, pp. 550-568. Lead Author.

2. Conference and Scholarly Presentations

- Bizzocchi, J., Eigenfeldt, Arne, Pasquier, Philippe and Thorogood, Miles (2016) *Seasons II: a case study in Ambient Video, Generative Art, and Audiovisual Experience*. Electronic Literature Organization, ELO2016, June 10-12, 2016, Victoria, BC.
- Bizzocchi, J. (2015) The Poetics of Computationally Generative Cinematic Art Works. Panel presentation: The Electronic Cinema/Electronic Literature Frontier. Society for Cinema and Media Studies, March 25-29, 2015, Montreal QC.
- Eigenfeldt, Arne, Thorogood, Miles, Bizzocchi, Jim, Pasquier, Philippe, and Calvert, Tom. (2014) "Video, Music and Sound Creation". Presented at xCoAx2014 Second Conference on Computation, Communication, Aesthetics and X, June 24-25, 2014, Porto, Portugal. Third Author.
- Bizzocchi, J., "Re:Cycle: A generative Ambient Video Engine", *Proceedings of the International Conference on Entertainment Computing 2011*, Vancouver, BC, October 6-8, 2011, pgs. 155-160 (Demo Paper).
- Al-Saati, M., Bizzocchi, J., Botta, D. "The Cursor as an Artistic Expression in Jeddah", *Proceedings of the International Conference on Entertainment Computing 2011*, Vancouver, BC, October 6-8, 2011, pgs. 444-447 (Poster Paper). Second Author.
- Tanenbaum, K., Tanenbaum J., Antle, A.N., Bizzocchi, J., Seif El-Nasr, M., Hatala, M. "Experiencing the Reading Glove", *Proceedings of Conference on Tangibles and Embedded Interaction (TEI'11)*, ACM Press, 2011, pp. 137-144. Fourth author.
- Bizzocchi, J., Quan, B., Suzuki, W., Bagheri, M., and Ben Youssef, B., "Re:Cycle - a Generative Ambient Video Engine", *Proceedings of the Digital Arts and Culture Conference 2009*, after media: embodiment and context, Dec. 2009, Irvine. CA. Lead Author. <http://escholarship.org/uc/search?entity=ace_dac09_space>
- Tanenbaum, J. and Bizzocchi, J. Rock Band: A Case Study in the Design of Embodied Interface Experience, SIGGRAPH, August, 2009, New Orleans LA. Second author.

- Bizzocchi, J., The Fragmented Frame: the Poetics of the Split-Screen, Media-in-Transition 6 Conference - Stone and papyrus, storage and transmission, April 24-26, 2009, Cambridge MA. <<http://web.mit.edu/comm-forum/mit6/papers/Bizzocchi.pdf>>
- Bizzocchi, J. Winterscape and Ambient Video - an Intermedia Border Zone, SigMultiMedia 2008 Conference, Oct 27 - Nov 1, 2008, Vancouver, BC.
- Ben Youssef, B, and Bizzocchi, J. "Enhanced Pixel-Based Video Frame Interpolation Algorithms", *Proceedings of the 2007 IEEE International Symposium on Signal Processing and Information Technology*, pp.23-28, December 15-18, 2007, Giza, Egypt. Second Author.
- Bizzocchi, J. The Aesthetics of the Ambient Video Experience, Digital Arts and Culture 2007, The future of digital media culture, Perth, Australia (Part of the Biennale of Electronic Arts Perth), September 2007.
- Bizzocchi, J., "Ambient Video", *Proceedings of the 2006 ACM SIGCHI international conference on Advances in computer entertainment technology*, Demo Presentations, Article No. 45, June 14-16, 2006, Los Angeles, CA.
- Bergman, David S., Ben Youssef, B. and Bizzocchi, J. "Interpolation Techniques for the Artificial Construction of Video Slow Motion in the Postproduction Process", *Proceedings of the 2006 ACM SIGCHI international conference on Advances in computer entertainment technology*, Article No. 66, June 14-16, 2006, Los Angeles, CA. Third Author.
- Ben Youssef, B, and Bizzocchi J., Motion-Adaptive Frame Interpolation for Slow Motion in a High-Definition Video Postproduction Environment, IPSI 2005, Pescara, Italy, July 27 - Aug. 1, 2005. Second author.
- Bizzocchi, J., Bowes, J. and Ben Youssef, B. High Definition Television: A unified research agenda, 3rd International Conference on Politics and Information Systems: Applications and Technology (PISTA '05). July 14-17, 2005. Orlando, FL. Lead author.
- Ben Youssef, B, Bizzocchi J., and Bowes, J., "High-definition Video Processing in Post-production: Opportunities and Challenges", *Proceedings of the 9th World Multiconference on Systemics, Cybernetics, and Informatics (SCI '05)*, July 10-13, 2005. Second Author.
- Wakkary, R., Hatala, M., Lovell, R., Droumeva, M., Antle, A., Evernden, D., Bizzocchi, J., "socio-ec(h)o: Ambient Intelligence and Gameplay", *Changing Views: Worlds in Play, Proceedings of the Conference of the Digital Games Research Association*, pp. 217-226. June 16-20, 2005, Vancouver, BC.
- Ben Youssef, B, Bizzocchi J., and Bowes, J., The Future of Video: User Experience in a Large-Scale, High-Definition Video Display Environment, the ACM SIGCHI International Conference on Advances in Computer Entertainment Technology (ACE 2005), ACM Proceedings, June 15-17, 2005, Polytechnic University of Valencia (UPV), Valencia, Spain.
- Bizzocchi, J. Run, Lola, Run: Film as a narrative database, Media in Transition 4: The Work of Stories, May 6-8, 2005, MIT, Cambridge, MA. <<http://web.mit.edu/comm-forum/mit4/papers/bizzocchi.pdf>>
- Grant, D. and Bizzocchi, J. Narrative and Micronarrative as Components of Game Experience, Media in Transition: The Work of Stories, May 6-8, 2005, MIT, Cambridge, MA. Second author.

- Bizzocchi, J. Streaming Video: an experiment in new aesthetics, Proceedings for Creativity & Cognition 2005 (ACM SIGCHI), Goldsmiths College, London UK. April 12-15, 2005.
- Grant, D. and Bizzocchi, J. Context, Convention and Complexity in Film Meaning, COSIGN, Sept 14-16, 2004, University of Split, Split, Croatia. Second author.
- Bizzocchi, J. "Ceremony of Innocence and the Subversion of Interface: Cursor Transformation as a Narrative Device", *Digital Arts and Culture::2003::Streaming Wor(l)ds*, Royal Melbourne Institute of Technology, Melbourne, Australia, May 19-22, 2003. Proceedings published on CD-ROM. <<http://hypertext.rmit.edu.au/dac/>>
- Bizzocchi, J. "The Magic Window: the Emergent Aesthetic of High-Resolution, Large-Scale Display", Second International Conference on Entertainment Computing, Carnegie Mellon University, Pittsburgh, Pennsylvania, May 8-10, 2003. <<http://www.etc.cmu.edu/icec2003/>>
- Fortin, Claude, DiPaola, Steve, Hennessy, Kate, Bizzocchi, Jim, Neustaedter, Carman (2013) "Medium-specific properties of urban screens: Towards an ontological framework for digital public displays", *9th ACM Conference on Creativity and Cognition*, Sidney, Australia, June 17-20, 2013.
- DiPaola, Steve, Nixon, Michael, Bizzocchi, Jim, Funk, Natalie (2013) "Driving Emotional Involvement in Sports Games: a Case Study in Knowledge-Based Procedural Cinematography", Canadian Games Studies Association Annual Conference, Victoria, BC, June 4-5, 2013.
- Bizzocchi, J. (2012). *Re: Cycle -A Computationally Generative Ambient Video System. Electronic Literature Organization*, June 20-23, 2012, Morgantown, WV.
- Bizzocchi, J. (2011). "Ambient Video", *Vague Terrain Online Art Journal* (no longer available <<http://vagueterrain.net/journal20/jim-bizzocchi/01>>
- Tanenbaum, J., Tanenbaum, K., Bizzocchi, J. (2010). Getting Your Hands on Electronic Literature: Exploring Tactile Fictions with the Reading Glove. Proceedings of the International Digital Media and Arts Association Conference on The Digital Narrative, iDMAa Conference, Nov. 4-6, 2010, Vancouver, BC. Third Author.
- Tanenbaum, J., Tanenbaum, K., Bizzocchi, J., Hatala, M. & Wakkary, R. (2010). Tangible Interactive Storytelling with the Reading Glove. Poster presented at the GRAND Annual Conference. June 2 - 4, 2010, Ottawa, ON, Canada. Third Author
- Bizzocchi, J., Camlot, J., Simon, B., Tanenbaum, J." Games and Narrative - an Analytical Framework Revisited", Conference of the Canadian Games Studies Association, May 28-29, 2010, Montreal, Quebec. Lead Author.
- Bizzocchi, J. and Tanenbaum, J., Close-Reading and the Poetics of Form in an Emergent Medium, Conference of the Canadian Games Studies Association, May, 2009, Ottawa, ON.
- Bizzocchi, J., "The Fragmented Frame: the Poetics of the Split-Screen", Intermediality and Interculturality Conference, SFU, March 12, 2009, Vancouver BC.
- Moulder, V. and Bizzocchi, J. "Transcoding Place", Internet Research 9.0 - Re-Thinking Community, Re-Thinking Place, Conference of the Association of Internet Researchers, Oct. 15 - 18, 2008. Copenhagen, Denmark <<http://conferences.aoir.org/>> Second Author.
- Bizzocchi, J., Landscape (Re)-Visioned. Visionary Landscapes - Conference of the Electronic Literature Organization, May 29 - June 1, 2008, Vancouver, WA.

- Tanenbaum, J. and Bizzocchi, J., “ ‘You must be an experienced Thief’ - Intelligent Personalization in The Elder Scrolls: Oblivion”, 2nd Conference of the Canadian Game Studies Association, May 31, 2008, Vancouver, B.C. Second Author.
- Bizzocchi, J., The Virtual, the Real, and the Design of Cinematic Storyworlds, Society for Cinema and Media Studies Conference 2008, March 6-9, 2008, Philadelphia, PA.
- Bizzocchi, J., "Experimental Video Roundtable", New Forms for Old, Aug 15, 2007, Vancouver BC.
- Bizzocchi, J., "Games and Learning", Final Plenary Panel, B.C. Educational Technology Users Group, May 23-25, 2007, Thompson Rivers University, Kamloops, B.C.
- Bizzocchi, J., "Narrative and Games", Canadian Games Studies Association Conference, Sept. 21-24, 2006, York University, Toronto, ON.
- Bizzocchi, J., Demonstration Project: "Ambient Video", ACE 2006 - ACM SIGCHI International Conference on Advances in Computer Entertainment Technology, Hollywood, CA, June 14-16, 2006
- Bizzocchi, J., Split-screen: Aesthetics of the Fragmented Frame, Society for Cinema and Media Studies, March 2-5, 2006, Vancouver, BC.
- Bizzocchi, J., Cinema and Database: Three Readings of Run, Lola, Run. Eco-Systems: New Forms 2005 Conference, Sept 17, 2005, UBC, Vancouver BC.
- Ben Youssef, B., Bizzocchi, J., and Bowes, J. "The Future of Video: User Experience in a Large-Scale, High-Definition Video Display Environment", ACE 2005 - ACM SIGCHI International Conference on Advances in Computer Entertainment Technology, June 15-17, 2005, Valencia, Spain. Second Author.
- Calvert, T., Bizzocchi, J., Fisher, B., Bowes, J., and Ben Youssef, B. "The Big Picture: The Future of High-Resolution, Large-Screen Telepresence". BC Net Conference, May 7-11, 2005, Vancouver, BC.
- Bizzocchi, J., and Ben Youssef, B. "Video Technology and the Remediation of the Domestic Moving Image", Cinema and Technology Conference, April 6-9, 2005, Lancaster, UK. Lead Author.
- Bizzocchi, J. Film, Database and Narrative Form, Society for Cinema and Media Studies 2005 Conference, March 31 - April 3, 2005, London, UK.
- Bizzocchi, J. Domestic Video Technology and the Transformation of the Experience of the Moving Image, Narration, Imagination and Emotion in Moving Image Media, Conference of the Center for Cognitive Studies of the Moving Image, July 22-24, 2004, Calvin College, Grand Rapids, MI.
- Bizzocchi, J. "A Magic Window: The Emergent Aesthetics of Large-Scale Video Display", New Media Consortium Conference, June 16-19, 2004, University of British Columbia, Vancouver, BC
- Bizzocchi, J. Ambient Video: The transformation of the domestic cinematic experience. Media Environments and the Liberal Arts, June 10-13, 2004, Rochester Institute of Technology, Rochester, NY.
- Bizzocchi, J., Computation, Technology, and the Remediation of the Cinematic Experience, COCH-COSH 2004, May 30-June 1, 2004, University of Manitoba, Winnipeg, MN.

3. Public lectures, invited articles

Ann Arbor Film Festival, 2006: Special presentation. Ann Arbor, MI: *Streaming Video*.

Bizzocchi, J., MacKay, S., Jordan, E., Hébert, P., Ostertag, B., K-M, James. "New Lamps for Old: New Painting, Cinema and Print", Panel at New Forms Festival Conference, Oct. 14-16, 2004. Moderator and Presenter.