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Publication Record (2003-2009)

1. Book chapters, journal articles:

Bizzocchi, J., and Schell, R., "Rich-Narrative Case Study for Online PBL in Medical Education", Journal of Academic Medicine, (revised and accepted). Lead author.

Bizzocchi, J., "The Role of Narrative in Educational Games and Simulations", in *Simulation and Advanced Gaming Environments for Learning: Outcomes and Lessons from the SAGE Project*, eds. Kaufman, D., and Sauve, L. (revised and accepted)

Bizzocchi, J., "Le rôle de la narration dans les jeux et simulations éducatifs", in *Guide Réflexif Pour Les Enseignants Et Les Éducateurs*, eds. Louise Sauvé et David Kaufman (publication pending) [French version of SAGE book]

Bizzocchi, J., "Ambient Video - the Emergence of a New Video Form", in *Cross Media Communications*, ed. Davidson, Drew. Cengage Learning (revised and accepted)

Johnson, K. and Bizzocchi, J., "Lost Cause: An Interactive Film Project", Journal of the International Digital Media and Arts, (revised and accepted). Second author.

Tanenbaum, J. and Bizzocchi, J., "Close Reading Oblivion: Character Believability and Intelligent Personalization in Games", Loading: the Journal of the Canadian Game Studies Association (revised and accepted). Second author.

McCracken, J., Turner, J., Bizzocchi, J., "Participant-Observation as a Method for Analyzing Avatar Design in User-Generated Virtual Worlds", in *Handbook of Research on Methods and Techniques for Studying Virtual Communities: Paradigms and Phenomena*, ed. Ben Kei Daniel, IGI Global, Hershey, PA (chapter invited by editor, abstract submitted and approved) Third Author

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.
- 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. 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. Sage Publications. Lead author.

2. Conference Proceedings

- Bizzocchi, J., Quan, B., Suzuki, W., Bagheri, M., and Ben Youssef, B., "RE:Cycle - a Generative Ambient Video Engine", Digital Arts and Culture (DAC 09), Dec. 2009, Irvine. CA (abstract peer-reviewed and accepted, paper submitted for full-paper peer review)
- Tanenbaum, J. and Bizzocchi, J. "Rock Band: A Case Study in the Design of Embodied Interface Experience", SIGGRAPH, August, 2009, New Orleans, LA
- 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
- 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.
- Bergman, David S., Ben Youssef, B. and Bizzocchi, J. "Interpolation Techniques for the Artificial Construction of Video Slow Motion in the Postproduction Process", *ACE2006 ACM Proceedings*, June 14-16, 2006, Los Angeles, CA.
- 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, 9th World Multiconference on Systemics, Cybernetics, and Informatics (*SCI '05*), July 10-13, 2005.
- Bergman, David S. Belgacem Ben Youssef, and Jim Bizzocchi, "A Comparison Of Adjacent-Frame And Wide-Span Motion Compensated Interpolation Techniques Using Artificially Generated Video Sequences Of Varying Complexity", *IEEE International Conference on Multimedia & Expo (ICME)*, Toronto, July 9-12, 2005 <<http://www.icme2006.org/>>
- C. Ciavarro, J. Meanley, J. Bizzocchi and D. Goodman, "Embedding educational content between gameplay: An example from a sports action videogame", *AACE Ed-Media 2005 Conference Proceedings*, June 27 - July 2, 2005, Montreal, Quebec
- Paras, B. and Bizzocchi, J. "Game, Motivation and Effective Learning: An Integrated Model for Educational Game Design", *Changing Views: Worlds in Play*, Conference of the Digital Games Research Association, June 16-20, 2005, Vancouver, BC.
- 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*, Conference of the Digital Games Research Association, 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, R. 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. <<http://web.mit.edu/comm-forum/mit4/papers/grant%20bizzocchi.pdf>>
- Bizzocchi, J. "Streaming Video: an experiment in new aesthetics", *Proceedings for Creativity & Cognition 2005 (ACM SIGCHI)*, Goldsmiths College, London UK. April 12-15, 2005.
- 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*, Institute of Education, London UK. March 31 - April 3, 2005.
- Grant, D. and Jim Bizzocchi. '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 and online:
<<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/>>

Bradley N., Paras B., Bizzocchi J., & Goodman, D., "Development of a video-based gaming tool to educate youth about hockey Concussions." Conference Proceedings from *Skating into the Future: Hockey in the New Millenium I* (2003) & II (2004).

Bizzocchi, J., “Video as Ambience: The Emergent Aesthetics of Flat-screen Video Display”, *Media-in-Transition 3: Television*, Massachusetts Institute of Technology, Cambridge Massachusetts, May 2-4, 2003.
<<http://web.mit.edu/cms/mit3/papers/bizzocchi.pdf>>

Bizzocchi, J., “*Ceremony of Innocence* and the Subversion of Interface: A Case Study in Interactive Narrative”, *Media-in-Transition 2: Globalization and Convergence*, Massachusetts Institute of Technology, Cambridge Massachusetts, May 10-12, 2002.
<http://web.mit.edu/cms/Events/mit2/Abstracts/Bizzocchi_MIT2.pdf>

3. Creative Works

Re-Cycle (prototype fully functional, revisions in progress). Generative ambient video system.

Cycle (in progress). Video art work.

Winterscape (2007). Video art work (15min).

Rockface II (2007). Video art work (8 min).

Streaming Video (2004). Video art work (8 min).

Rockface (2002). Video art work (11 min).

4. Exhibitions and Screenings of Works

International Symposium on Computational Aesthetics in Graphics, Visualization and Imaging 2009, Victoria, BC, Canada May 28-30, 2009. *Winterscape*. Art Program Screening

British Film Festival LA, Los Angeles, CA, May 2009, *Winterscape*, Winner - Best International Short.

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

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

Swansea Bay Film Festival 2008, Wales UK; *Winterscape*; nominated for Best Avant-Garde Film

Houston World Film Fest 2008, USA; *Winterscape*; Silver Award, Experimental Film Category

Byron Bay Film Festival 2008, Australia; *Winterscape*

Victoria Film Festival 2008, Victoria BC; *Winterscape*

PerthDAC 2007, September 2007: open workshop presentation; *Winterscape*

VidFest, Emily Carr Institute of Art, 2006: Group exhibit including *Rockface* and *Streaming Video*

Next Wave Festival: 1000 points of light, Melbourne, AUS, 2006: Group exhibit including *Rockface*, *Streaming Video*

Victoria Film Festival, 2006: Victoria, BC: *Streaming Video*

Ann Arbor Film Festival, 2006: Ann Arbor, MI: *Streaming Video*

Creativity and Cognition 2005, London, UK: *Streaming Video* (Exhibition Gallery)

New Forms Festival 2004: *Rockface* and *Streaming Video* (Video Painting Gallery)

New Forms Festival 2003: *Rockface* (Audio/visual night)

5. Other Refereed Papers and Presentations

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.

SAGE presentation, Canadian Association for Distance Education Conference, May 23-26, 2006, Montreal, QC.

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.

Bizzocchi, J., "Video Technology and the Experience of the Domestic Moving Image", Bodies in Motion Conference, Banff New Media Institute, Banff, AB, June 27, 2005

Lin, B. and Bizzocchi, J. "Interface and Narrative Texture", Changing Views: Worlds in Play, Conference of the Digital Games Research Association, June 16-20, 2005, Vancouver, BC. Poster session.

Ciavarro, C., Bizzocchi, J., Bradley, N., Paras, B. and Goodman, D. "Implementation of a 'karma' factor affects behaviour in a sports-action game", Changing Views: Worlds in Play, Conference of the Digital Games Research Association, June 16-20, 2005, Vancouver, BC. Poster session.

Bizzocchi, J., Goodman, D., Kaufman, D., Paras, B., "Games and Learning: Strategies, Results, Issues", Canadian Association for Distance Education Conference, May 9 - 11, 2005, Vancouver, BC.

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. "Film, Database and Narrative Form", Society for Cinema and Media Studies 2005 Conference, March 31 - April 3, 2005, London, UK.

Leacock, T., Paras, B., and Bizzocchi, J., "Applying Bloom to Games - a Preliminary Methods Description", *AACE e-Learning Conference*, Nov. 1-5, 2004 Washington, DC.

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., Goodman, D., Kaufman, D. and Brad Paras, "Shared Design Spaces: New Media, Games and Learning", New Media Consortium Conference, June 16-19, 2004, University of British Columbia, Vancouver, BC. (Lead Presenter)

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., Goodman, D., Kaufman, D. and Brad Paras, " Shared Design Spaces: New Media, Games and Learning", Canadian Association for Distance Education, June 1-3, 2004, York University, Toronto, ON (Lead Presenter)

Bizzocchi, J., "Computation, Technology, and the Remediation of the Cinematic Experience", COCH-COSH 2004, May 30-June 1, 2004, University of Manitoba, Winnipeg, MN.

Kaufman, D. and Jim Bizzocchi, "Simulations for Learning", Association francophone pour le savoir (ACFAS), May 13-15, 2004, Montreal, QC.

Professional Awards: 1992 - Present

2007 - Lifetime Membership Award - B.C. Educational Technology Users Group

2006 - Excellence in Teaching Award - Simon Fraser University

2003 - Outstanding Leadership and Exemplary Contribution Award - Canadian Association for Distance Education

2002 - Distinguished Service Award - Association of Canadian Community Colleges

- 1998 - Distinguished Service Award - Association of Canadian Community Colleges
- 1998 - TeleLearning Achievement Award - TeleLearning National Centre of Excellence
- 1995 - Outstanding Achievement Award - Pacific Instructional Media Association
- 1992 - Fellowship Award for Commonwealth Research - Commonwealth of Learning