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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., "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.

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 accepted, paper to be submitted for 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 (paper accepted)
- 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* (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. 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.