Jim Bizzocchi, Associate Professor, SIAT, Simon Fraser University, Canada   January 2012

1. Refereed contributions (books, book chapters, journals):

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., 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. (in press) 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/etcpress/content/chapter-7-entertainment-and-art>

Wei, H., Bizzocchi, J., Calvert, T., "Time and Space in Digital Game Storytelling", International Journal of Computer Games Technology, Volume 2010, Article ID 897217, 23 pages, doi:10.1155/2010/897217 <http://www.hindawi.com/journals/ijcgt/2010/897217.html> 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, 2010. Third Author.

Bizzocchi, J., "The Role of Narrative in Educational Games and Simulations", Ch. 4 in Simulation and Advanced Gaming Environments for Learning: Outcomes and Lessons from the SAGE Project, eds. Kaufman, D., and Sauve, L., pp. 68-83. IGI Global, Hershey PA, 2010.

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, pp. 95-116. Presses de l'Université du Québec, Québec PQ, 2010. (French translation of "The Role of Narrative in Educational Games and Simulations")

Bizzocchi, J., and Schell, R., "Rich-Narrative Case Study for Online PBL in Medical Education", Academic Medicine, v. 84, n. 10, pgs. 1412 - 1418, October, 2009. Lead 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. 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>

Wakkary, R., Hatala, M., Lovell, R., Droumeva, M., Antle, A., and Bizzocchi, J., "socio-ech(h)o: Ambient Intelligence and Gameplay", in Worlds in Play: International Perspectives on Digital Games Research, eds. Suzanne de Castell and Jennifer Jenson. Peter Lang Publishing Group, 2007, pp. 207-219. Sixth Author.

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]

Goodman, D., Bradley, N., Paras, B., Williamson, I.J., & Bizzocchi, J. (2006). Video gaming promotes concussion knowledge acquisition in youth hockey players. Journal of Adolescence, 2006 Jun;29(3):351-60. Fifth Author.

Bizzocchi, J. and Rob Woodbury. "*Ceremony of Innocence* and the Subversion of Interface: A Case Study in Interactive Narrativ*e*", 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. Other refereed contributions: (Conference Proceedings, Scholarly Presentations, Juried Exhibitions)

a.   Proceedings

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., "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.

C. Ciavarro, J. Meanley, J. Bizzocchi and D. Goodman, "Embedding educational content between gameplay: An example from a sports action videogame", In P. Kommers & G. Richards (Eds.), *Proceedings of World Conference on Educational Multimedia, Hypermedia and Telecommunications 2005*, pp. 3825-3828. Chesapeake, VA: AACE. Conference held June 27 - July 2, 2005, Montreal, Quebec. Third Author.

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, *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"*, <u>Digital Arts and Culture::2003::Streaming Wor(l)ds</u>, Royal Melbourne Institute of Technology, Melbourne, Australia, May 19-22, 2003. Proceedings published on CD-ROM. <<u>http://hypertext.rmit.edu.au/dac/</u>>

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/>

b.   Scholarly Presentations

Bizzocchi, J., Tanenbaum, J. "Mass Effect 2: Narrative Analysis", Symposium: Experiencing Stories with/in Digital Games, Concordia University, Montreal, QB, Oct 1-2 2011. Lead Presenter.

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.

Bizzocchi, J., Pennefather, P., and Johnson, G., "Interactive Narrative and Graduate Student Project-based Learning", Proceedings of the International Digital Media and Arts Association Conference on The Digital Narrative, iDMAa Conference, Nov. 4-6, 2010, Vancouver, BC. Lead 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 Elecronic 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.

Gick, N., Bizzocchi, J., Sluggett, S., and Anderson, J., "Gaming and the Library", BC Library Association Conference, April 19-21, 2007, Richmond BC. Second Author.

Rauch, U., Sinclair, G., Gurr, A., Bizzocchi, J., Trzeciak, J., and Morgan,R., "Virtual Reality: Immersive Learning in 3-D Environments", BC Net Conference, April 17-18, 2007, Vancouver, BC.

Kaufman, D., Bizzocchi, J., diPaola, S., Schell, R. "Transforming Problem Based Learning (PBL) into an online simulation" - Nasaga 06, Oct 11 - 14, 2006, Vancouver BC.

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

Schell, R. & Bizzocchi, J. "Supporting Student Collaboration Online: VOIP - a Communications Option", Canadian Association for Distance Education Conference, May 23-26, 2006, Montreal, QC. Second Author

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.

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. Second Author.

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.

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. Lead 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.

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.

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

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 Bizzocchi, J. Simulations for Learning, Association francophone pour le savoir (ACFAS), May 13-15, 2004, Montreal, QC.

c.   Juried/Curated Exhibitions

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

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

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

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

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

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

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

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

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

"A Series of Staggering Film and Video Events", Durham Art Gallery, Durham, Ontario, July 22-25, 2010; *Winterscape*.

"A Series of Staggering Film and Video Events", Downtown Storefront, Durham, Ontario, July 22-25, 2010; *Streaming Video*.

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

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

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

Hyperrhiz.06. Summer 2009. [online peer-reviewed journal - art section] *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.

"Modern Alchemy" "The Creative Mind: Illusions and Perceptions", Science World, Jan 31, Vancouver BC; *Winterscape*, *Streaming Video*, *Rockface II*.

Pixel Pops 2008, 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*.
Swansea Bay Film Festival 2008, Wales UK; *Winterscape.* Nominated for Best Avant-Garde Film.
Visionary Landscapes - Conference of the Elecronic Literature Organization, May 29 - June 1, 2008, Vancouver, WA; *Winterscape*.
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*.
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 *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*.

3. Non-refereed contributions (Creative works, public lectures, invited articles and non-juried exhibitions)

Bizzocchi, J., "Ambient Video", *Vague Terrain* - Online Art Journal, 2011. <http://vagueterrain.net/journal20/jim-bizzocchi/01>
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.