

David Bouchard
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Education

- 2005 - 2007 **Master of Science in Media Arts and Sciences** (M. Sc.), Massachusetts Institute of Technology (MIT) Media Laboratory
- August 2007 **Interactive Screens** intensive program, Banff Center for the Arts (Scholarship recipient)
- 2001 - 2004 **Bachelor of Computer Science** (B. Comp. Sc.), Major in Digital Image/Sound and the Fine Arts, Concordia University
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Teaching

- 2010 – present **Associate Professor**, RTA School of Media, New Media BFA program, Ryerson University.
- 2011 **The Peripherals Initiative**, a game controller design workshop with Emily McGinley and TIFF Nexus
- 2008 - 2010 **Part-time Faculty**, Canadian Film Center (CFC) Media Lab IAEP program
- 2008- 2010 **Instructor**, Ryerson University, School of Image Arts, New Media option
- Fall 2006 **Teaching Assistant**, MIT Media Laboratory, class: Ambient Intelligence, instructor: Pattie Maes
- Feb 2007 **Workshop: AudioPint: an open platform for musical expression**, with David Merrill and Ben Vigoda, MIT Media Laboratory
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Exhibitions

- 2016 **Bitmorph**, interactive installation at the Ontario Science Centre.
- 2015 **Forest**, a large scale interactive LED installation in collaboration with Micah Scott and students from the Ryerson New Media Program for the TIFF Digiplayspace
- 2012 **Transients**, visualization of TTC data presented on subway screens, ScotiaBank Nuit Blanche, Toronto
- 2012 **Constructed Land**, multimedia exhibition, with Pierre Tremblay, Alex Geddie, Bruno Lessard, InterAccess Electronic Media Arts Centre, Toronto
- 2011 **Axon**, real-time interactive projections for dance performance, with Allen Kaeja and the 4th year Theatre students, Ryerson Dances, Toronto
- 2011 **Reeds**, generative outdoors projection, ScotiaBank Nuit Blanche, Toronto

- 2011 **Traces**, generative software for print, included in the **Written Images** generative image book project.
- 2007 **Sound Mites**, magnetic wooden blocks and custom electronics, COLLISION 11, Cambridge, Massachusetts, USA
- 2007 **Listening Table**, interactive glass coffee table with embedded LED display, installed at the MIT Media Laboratory
- 2006 **Interactive Bus Stop** with the MIT Mobile Experience Group, Parc de La Villette, Paris, France.
- 2006 **Augmented Mirror**, interactive mirror display, Moda E Technologia, Milan, Italy
- 2005 **Autoportrait**, java applet for *Code*, an online net-art exhibit hosted by year01.com
- 2004 **The Dandelion Field**, interactive video installation, CAFKA 2004, Kitchener, Ontario

Publications

- 2015 **Tiles that Talk: Tangible templates for networked objects**, with Steve Daniels, TEI 2015. Tangible, Embedded and Embodied Interaction, Stanford, United State
- 2014 **Observation Instruments for Imaginary Geographies**, ISEA 2014, Dubai, UAE
- 2014 **Data Materiality**, Electronic Visualization and the Arts, London, United Kingdom
- 2013 **Transients: A Transit Visualization**, 1st Conference on Computation, Communication, Aesthetics and the X, Bergamo, Italy
- 2012 **The Peripherals Initiative**, Videogames Culture and the Future of Entertainment, Oxford, England
- 2008 **Embodied Emergence: Distributed Computing Manipulatives**, with Pattie Maes, ISEA 2008, Singapore
- 2007 **AudioPint: An Open-Source Hardware Platform for Musical Invention**, with David Merrill and Ben Vigoda, PDCon'07 Pure Data Conference, Montreal, Canada
- 2004 **Alien Letter Forms: An Ecosystem for Evolving Texts**, with Jason Lewis, COSIGN 2004, Computational Semiotics for Games and New Media, Split, Croatia

Talks

- Summer 2015 **The Sounds of City Hall: Data Curation, Sonification and Experience**, with Lewis Kaye and Greg Elmer, Sound Image Data (SID) Conference, NYU, New York
- Winter 2013 **Tools of the Trade**, FITC, Toronto, Ontario
- Winter 2012 **Minimal Expression: Low Resolution Displays in Public Spaces**, Lumières de la Ville, UQAM, Montreal, Quebec
- Fall 2011 **Sensory Overload**, DorkBot Toronto, InterAccess Electronic Media Arts Center
- Fall 2011 **The Peripherals Initiative**, TIFF Nexus Locative Media Innovation Day, with Emily McGinley, Tom Igoe, Toronto
- Spring 2011 **Tomographic Imaging and Three Dimensional Perspectives**, with Beau Standish and Adrian Mariampillai, *Subtle Technologies*, Toronto
- Winter 2011 **Nunavut Lights: Programming, Analysis and Visualization**, Lumière des Lumières symposium, Le Fresnoy, Lille, France

Other Work

- 2010 **Highrise**, consultant for the NFB interactive documentary installation at IDFA
- 2010 **Sick Kids Waiting Room**, interactive generative graphics, with Tom Kuo and Alex Kurina (permanent installation)
- 2009 – 2010 **InteraXon**, <http://www.interaxon.ca>, Developer for the Bright Ideas interactive exhibit at the Vancouver Winter Olympics
- 2009 - 2010 **ESKI Studio**, <http://www.eskistudio.com>, Electronics designer and firmware developer
- Winter 2009 **CIEO Creative**, <http://www.cieocreative.com>, Electronics designer for toy prototypes
- 2007 - 2008 **Solar Collector**, <http://www.solarcollector.ca> Electronics and software for Gorbet Design Inc.
- April 2008 **WSIB Living Tribute**, client: DraftFCB / Pixel Farmers interactive public installation
- 2007 – 2009 **Thin Air** and **Relay** exhibits, client: Nina Levitt, motion-actuated air-blowers, custom electronics for augmented suitcases and networked lighting
- Fall 2007 **Siftable Computing** project, client: MIT Media Laboratory, production of 24 prototype *Siftable* computer units, troubleshooting and debugging