

CURRICULUM VITAE

EDUCATION

- 1991 AKADEMIE der BILDENDEN KÜNSTE (Academy of Fine Arts), Munich, Germany.
Fine Arts Diploma. Concentration on found object installations and video art installations.
- 1983 MASSACHUSETTS INSTITUTE of TECHNOLOGY, Cambridge, MA, USA.
M.S. in Mechanical Engineering. Studies in Biomechanics Lab and in precursor to MIT Media Lab.
- 1979 STANFORD UNIVERSITY, Stanford, CA, USA.
B.S. in General Engineering/Product Design. Concentration in human-machine interface design.

COLLECTIONS:

MUSEUM of MODERN ART (MoMA), New York, NY. *Connection Machine CM-2*

SAN JOSE MUSEUM of ART, San Jose, Silicon Valley, California. *Beyond Manzanar* VR installation

ROSE GOLDSSEN ARCHIVE of NEW MEDIA ART, Cornell University, Cornell, USA.

ARCHIVE of DIGITAL ART (ADA), Austria.

COMPUTER HISTORY MUSEUM, Silicon Valley, California. *Connection Machine CM-1*

SMITHSONIAN INSTITUTION, Washington DC. *Connection Machine CM-2*

SELECTED PERMANENT AUGMENTED REALITY INSTALLATIONS (some invited, some not):

MUSEUM OF MODERN ART (MoMA), New York, NY. "ARt Critic Face Matrix"

VENICE BIENNIAL GIARDINI, GERMAN NATIONAL PAVILION and PIAZZA SAN MARCO, Venice, Italy.
"Shades of Absence" ("Public Voids," "Outside/Inside" and "Schlingensief Gilded")

CORCORAN GALLERY of ART, Washington DC., USA (invited) "Shades of Absence: Governing Bodies"

TATE MODERN, London, UK. "All Hail Damien Hirst"

ICA BOSTON, Boston, MA, USA. (invited). "ARt Critic Face Matrix"

SELECTED AWARDS, RESIDENCIES, COMMISSIONS:

- 2017 GOOGLE VR TILT BRUSH Artist in Residence, San Francisco, California
- NEA (NATIONAL ENDOWMENT FOR THE ARTS) Boston Cyberarts AR exhibit, Salem Maritime Museum, MA.
- 2015 SEATTLE ART MUSEUM, augmented reality commission for the SAM Olympic Sculpture Park, Seattle.
- DIGITAL SYNESTHESIA commission for "I am Sound," interactive installation.
- 2014 ARTS COUNCIL ENGLAND award.
- WELLCOME TRUST award.
- AXNS Curatorial Collective commission for "Fractured Visions," AR installation on polyopia.
- Honor roll, IT HISTORICAL SOCIETY for visual design of Connection Machine supercomputer.

- ARCHIVE of DIGITAL ART (ADA), Director Oliver Grau. Featured Artist.
- DUKE UNIVERSITY, Visiting artist, Experimental Documentary Studies MFA program, Durham, NC, USA.
- 2013 MACDOWELL COLONY Fellow, Peterborough, New Hampshire, USA.
- DUKE UNIVERSITY, Visiting artist, Experimental Documentary Studies MFA program, Durham, NC, USA.
- 2012 ROCKEFELLER FOUNDATION Cultural Innovation Fund award for the Caribbean Cultural Center - African Diaspora Institute in Harlem, New York City. Co-wrote grant proposal as artistic and technical advisor for "Mi Querido Barrio" mobile augmented reality art, culture and history tour.
- ZERO1 BIENNIAL / SAMEK ART GALLERY (Bucknell Univ.) commission for Manifest.AR.
- FACT LIVERPOOL commission for bio-sensing augmented reality artworks.
- 2011-12 GOETHE-INSTITUT Second Life Artist in Residence
- 2011 DUKE UNIVERSITY, Visiting artist, Experimental Documentary Studies MFA program, Durham, NC, USA.
- 2009 IBM INNOVATION AWARD for artistic creation in art and technology, Boston Cyberarts Festival, USA.
- WORLD TECHNOLOGY AWARD nominee in the category Art, sponsored by Time Magazine, Science Magazine and the American Association for the Advancement of Science.
- 2007 HAUPTSTADTKULTURFONDS (Berlin Capital City Fund) award, Berlin, Germany.
- 2006 YOUNG ART/NEW MEDIA (Junge Kunst/Neue Medien) AWARD of Munich/Bavarian State Capital City.
- 2004 MASSACHUSETTS INSTITUTE of TECHNOLOGY, Cambridge, MA, USA. Research fellow, CAVS
- 2003 JAPAN FOUNDATION Fellowship and KYOTO ART CENTER Artist in Residence.
- 2002 SAN JOSE MUSEUM of ART, San Jose, CA., purchases *Beyond Manzanar* interactive 3D virtual reality installation for its permanent collection.
- 2001 ROCKEFELLER FOUNDATION, New Media Arts Fellowship nominee.
- 1999 IAMAS (INTERNATIONAL ACADEMY of the MEDIA ARTS and SCIENCES) residency, Ogaki City, Japan.
- 1999 ART CENTER COLLEGE of DESIGN residency, Pasadena CA.
- 1998 WIRED MAGAZINE computer art award.
- 1996 GLOBAL INFORMATION INFRASTRUCTURE (GII) AWARDS PROGRAM (formerly NII Awards): Next Generation Award for "extraordinary achievement on the Internet and information highway."
- SMITHSONIAN / COMPUTER WORLD Finalist
- 1992 DEUTSCHE VIDEOKUNSTPREIS Finalist, ZKM, Karlsruhe, Germany.
- 1985 Co-signer of Connection Machine CM-1 supercomputer patent for "Method for Interconnecting Processors in Hyper-Dimensional Array." <http://www.google.com/patents/US4805091> (downloaded Sept. 24, 2015).

SELECTED SOLO EXHIBITIONS:

- 2017 DIE NEUE SAMMLUNG (The Design Museum) in the PINAKOTHEK DER MODERNE, AR installation and tour with curator Dr. Xenia Riemann-Tyroller, for the Lange Nacht der Museen/Long Night of the Munich Museums.
- 2016 SEATTLE ART MUSEUM Olympic Sculpture Park, Seattle, USA. "Gardens of the Anthropocene."
- 2014 UNPAINTED art fair, Munich. pilotrauma01 eV (Serafine Lindemann artcircolo, Christian Schön Kunst|Konzepte "Fractured Visions," AXNS COLLECTIVE @ KING'S COLLEGE LONDON, for MERGE FESTIVAL, London, UK.
- NORTHEASTERN UNIVERSITY, Boston, USA. "Virtuelle Mauer/ReConstructing the Wall."
- BENTLEY COLLEGE, Boston, USA. "Virtuelle Mauer/ReConstructing the Wall."

- “Virtuelle Mauer ZeitLabor,” BEROLINA BERLIN, Germany, 25th anniversary of the Fall of the Berlin Wall.
- 2012 “Transformation,” St. LUKASKIRCHE and public artworks in Munich/Lehel, Germany. Curated by pilo traum01 e.V. (Serafine Lindemann / artcircolo and Christian Schön / Kunst | Konzepte).
- TATE MODERN, London “All Hail Damien Hirst!” augmented reality intervention into Damien Hirst retrospective.
- 2011 “Dislocative Sculpture” performative event at the GOETHE-INSTITUT Island in Second Life, in collaboration with the United | Dislokations | Kartell (U|D|K).
- “Carnation Rain (Largo do Carmo)” augmented reality (AR) artwork, permanent installation, LISBON, Portugal
- 2010 INDIAN INSTITUTE OF TECHNOLOGY Industrial Design Center, in cooperation with the GOETHE-INSTITUT MUMBAI (BOMBAY), India.
- GOETHE-INSTITUT in Bangalore, India, and in Colombo, Sri Lanka.
- 2009 HARVARD UNIVERSITY John F. Kennedy School of Government, in cooperation with the GOETHE-INSTITUT BOSTON, Cambridge, USA. Speakers: German Consul Friedrich Loehr and Harvard Professor Steven Walt.
- AMERICAN UNIVERSITY MUSEUM in collaboration with the GOETHE-INSTITUT WASHINGTON, Washington, D.C., USA. Special opening talk by GERMAN AMBASSADOR Klaus Scharioth.
- GOETHE-INSTITUT in NEW DELHI, INDIA and LOS ANGELES, USA.
- BOSTON CYBERARTS FESTIVAL / GOETHE-INSTITUT BOSTON, Boston, MA, USA.
- GALLERY [DAM] BERLIN, Germany. "ReVisioning the Virtual Wall," fine art digital print collages based on the 3D installation *Virtuelle Mauer/ReConstructing the Wall*.
- 2008 MUSEUM for COMMUNICATION, Berlin. World premiere of *Virtuelle Mauer / ReConstructing the Wall*.
- 2007 911 MEDIA ARTS CENTER, Exhibition of *The Travels of Mariko Horo* in conjunction with the exhibit "Japan Envisions the West: 16th-19th Century Japanese Art from Kobe City Museum" at Seattle Art Museum.
- 2005 BOSTON CYBERARTS FESTIVAL / GOETHE-INSTITUT, Boston, MA.
- 2004 MASSACHUSETTS INSTITUTE OF TECHNOLOGY, USA. Center for Advanced Visual Studies (CAVS).
- 2002 UNIVERSITY of CALIFORNIA SAN DIEGO, USA. Center for Research on Computers in the Arts (CRCA):

SELECTED GROUP EXHIBITIONS:

- 2017 MUSEUM of MODERN ART, New York. “Thinking Machines: Art and Design in the Computer Age, 1959–1989”
- “RESET III and Virtual Reality,” curated by Tina Sauerländer (peer to space), PRISKA PASQUER GALLERY, Cologne, Germany.
- MOVING IMAGE NEW YORK Art Fair, New York.
- PIONEER WORKS, Brooklyn, NY.
- BOSTON CYBERARTS / NATIONAL ENDOWMENT for the ARTS, “The Augmented Landscape,” Salem Maritime National Historic Site, Salem, MA, USA.
- „stand by me,“ curator Katia Rid. GALERIE DER KÜNSTLER, Munich, Germany
- 3rd Artists Biennale, HAUS der KUNST, Munich, Germany
- 2016 SEATTLE ART MUSEUM Olympic Sculpture Park AR commission “Gardens of the Anthropocene,” Seattle.
- DIGITAL SYNESTHESIA exhibition, University of Applied Arts, Vienna. Premiere of "I am Sound."
- 9e2 Seattle, media art festival commemorating the 50th anniversary of 9 Evenings in the Armory, New York.
- “Mi Querido Barrio” CCCADI (Caribbean Cultural Center and African Diaspora Institute) East Harlem, NYC
- VIRTUALE SWITZERLAND, Lugano. Curated by Digital Art Weeks International.

- 2015 WING LUKE MUSEUM / SMITHSONIAN INSTITUTION AFFILIATE, Seattle, USA. "Construct/S," curated by Stacey Uradomo. Premiere of "Brush the Sky."
- ADM GALLERY, "ADM Faculty Show 2015: Beyond the Horizon," Nanyang Technological University, Singapore. Curated by T.K. Sabapathy and Michelle Lim. "Golden Blessings SG50."
- VIRTUALE SWITZERLAND, Lausanne. Curated by Digital Art Weeks International.
- 2014 VIRTUALE SWITZERLAND, opening in parallel with ART BASEL. Curated by Digital Art Weeks International with the support of Prohelvetia Swiss Art Council, City & Canton of Basel, House for Electronic Arts, Basel.
- ISEA DUBAI Media Art Festival, Dubai, United Arab Emirates.
- 2013 CORCORAN GALLERY of ART / Corcoran College of Art and Design Gallery 31, "Manifest:AR" invitational show. Washington D.C., USA.
- FACT, (Foundation for Art and Creative Technology), Liverpool, UK. "Turning FACT Inside Out" 10th anniversary exhibition, Manifest.AR commission.
- CONTEMPORARY ISTANBUL art fair, in the KASA GALLERY's exhibit "YOU CANNOT AFFORD THIS!"
- SIGGRAPH ASIA, Hong Kong. "The Virtuale Exhibition."
- MUSEUM of CONTEMPORARY CUTS (MoCC), in the exhibition "Jackpot!"
- KASA GALLERY, Sabanci University, Istanbul, in the exhibit "I Occupy."
- DIGITAL ART WEEKS INTERNATIONAL, Singapore.
- 2012 ART GWANGJU art fair, Korea. Presented by THE ART SYN PROJECTS (London).
- NIKOLAJ KUNSTHAL / COPENHAGEN ART FESTIVAL, "Conversations," Manifest.AR invitational show.
- HAYWARD GALLERY exhibit "Invisible", London, U.K. Uninvited augmented reality intervention.
- ZERO1 BIENNIAL, San Jose, CA. / SAMEK ART GALLERY, Bucknell University, Lewisburg, PA., USA.
- TRIENNALE DI MILANO, Italy. "No.Need.For:Real?" AR group show (curator: Art Clay) for the VSMM2012
- BROAD ART CENTER, UCLA, Los Angeles, USA. "LA Re.Play" public art exhibit for the CAA.
- arOCCUPY May Day – global augmented reality event.
- 2011 VENICE BIENNALE and the GERMAN NATIONAL PAVILION, Venice, Italy. "Manifest.AR Venice Biennale 2011 AR Intervention," leader of uninvited guerilla augmented reality intervention.
- ISTANBUL BIENNIAL, in the official parallel program ISEA2011 / UNCONTAINABLE. Exhibitions:
- "Not There," KASA GALLERY of the Sabanci University
 - "Invisible Istanbul: Captured Images" augmented reality intervention in main exhibit of Istanbul Biennial.
- ICA BOSTON (Institute of Contemporary Art), Boston, USA. "Manifest.AR@ICA" invitational show.
- AR OCCUPY WALL STREET, New York, NY.
- DUMBO Arts Festival, Brooklyn, New York, USA.
- SAMEK ART GALLERY, Bucknell University, Lewisburg, PA., USA. "Not Here" Manifest.AR group show.
- 2010 MUSEUM of MODERN ART NEW YORK (MoMA), New York City, USA. "We AR in MoMA," uninvited guerilla augmented reality intervention.
- PALAZZO MEDICI-RICCARDI, Florence, Italy. "Colorito," ACM Multimedia Interactive Art Exhibit.
- 2009 FONDAZIONE QUERINI STAMPALIA, Venice, Italy. "Altre Lingue Altre Poetiche Nel Contemporaneo," as part of the transnational literary festival "Incroci di Civilta'," in the *Concordanze* contemporary art series.
- LABORAL CENTRO de ARTE, Gijon, Spain. "FEEDFORWARD: Angel of History" group show, curated by Steve Dietz and Christiane Paul.
- CITY MUSEUM of BERLIN / Ephraim-Palais, Berlin, Germany. "FALLMAUERFALL | 61-89-09" group show.

- 2007 SIGGRAPH 2007 ART GALLERY, San Diego, CA. USA. "Global Eyes" group show.
- 2006 ARTS CENTRE VOORUIT, Ghent, Belgium. "The game is up!" group show.
 ZERO1 BIENNIAL/ISEA2006, SAN JOSE MUSEUM OF ART, San Jose, CA. "Edge Conditions" by Steve Dietz
 "Image War: Contesting Images of Political Conflict," Art Gallery Of The Graduate Center at CITY UNIVERSITY OF NEW YORK (CUNY), curated by curatorial students at the WHITNEY MUSEUM OF ART'S INDEPENDENT STUDY PROGRAM, New York, NY, USA
 AMERICAN UNIVERSITY MUSEUM, Washington D.C. "Visual Politics: The Art of Engagement."
- 2005 SAN JOSE MUSEUM OF ART, San Jose, CA, USA. "Visual Politics: The Art of Engagement,"
 KUNSTVEREIN WOLFSBURG, Germany. "Non-Stop: A Project on the Ambivalence of War and Peace."
 2004 "Only Skin Deep," traveling exhibit, SEATTLE ART MUSEUM, Seattle, WA, USA.
- 2003 INTERNATIONAL CENTER OF PHOTOGRAPHY (ICP), New York, NY, USA. "Only Skin Deep" group show.
 Kyoto Biennale, KYOTO ART CENTER, Kyoto, Japan.
 FILE-2003, Electronic Language International Festival, PAÇO DAS ARTES, São Paulo, Brazil.
 ICA MEDIA CENTRE, London, UK. "Web3D Art 2003," group show.
- 2002 "Highlights of the Permanent Collection," SAN JOSE MUSEUM OF ART, San Jose, CA, USA.
 ZKM (Zentrum für Kunst und Medientechnologie), Karlsruhe. „BILDER*CODES# 1992-2002: 10 JAHRE MEDIENKUNST im DIALOG, 10th anniversary of the \ \ INTERNATIONALEN \ MEDIEN \ KUNST \ PREIS.
 5th Media Arts Festival, TOKYO METROPOLITAN MUSEUM OF PHOTOGRAPHY, Tokyo, Japan
- 2001 SIGGRAPH, Los Angeles, CA, USA. "N-Space Gallery,"
 INTERACTION '01, 4th Biennale: World Forum for Media and Culture, Ogaki, Japan.
 CYNETart 2001, Dresden, Germany.
- 2000 TOKYO METROPOLITAN MUSEUM OF PHOTOGRAPHY, Tokyo, Japan. "IAMAS Artists in Residence,"
- 1999 EUROPEAN MEDIA ARTS FESTIVAL (EMAF), Osnabrück, Germany. "VRML-ART" group show.
- 1998 HAINES GALLERY, San Francisco, CA, USA. "Plugged In," group show.
- 1997 RAUMA MUSEUM OF ART, Rauma, Finland. "Aurinko - Solar Energy," group show.
 NATIONAL MUSEUM OF WOMEN IN THE ARTS, Wa.DC, USA. "Women and the Art of Multimedia."
- 1993 The Connection Machine CM-2 was exhibited as part of Karl Sims' "Genetic Images" at:
 - ARS ELECTRONICA, Linz, Austria.
 - CENTRE GEORGES POMPIDOU, Paris, France.
 "4th International Sound Basis Visual Arts Festival," WRO 93, Wroclaw, Poland.
 "VideoForum: Best of Recent Video," ELDORADO CENTRUM VOOR BEELDCULTUR, Antwerp, Belgium.
- 1992 DEUTSCHE VIDEOKUNSTPREIS, ZKM Karlsruhe (Zentrum Für Kunst und Medientechnologie), Germany.
 "Das Goldene Ei" premiered on German TV station SW3.
 "Experimental Film and Video Festival," IMAGE FORUM, Tokyo and Osaka, Japan.
 "VIDEONALE 5," Bonner Kunstverein, Bonn, Germany.

FEATURED WORKS IN BOOKS & CATALOGS:

- 2017 "Artwork: Tamiko Thiel," Augmented Reality: Innovative Perspectives across Art, Industry, and Academia, Morey, Sean and Tinnell, John, Ed. Parlor Press, Anderson, SC, USA, pp. 271-275.
- 2016 Paul, Christiane. "Augmented Realities: Digital Art in the Public Sphere," in A Companion to Public Art(Blackwell Companions to Art History), Knight, Cher Krause, and Senie, Harriet F., ed., pp. 218-219.

Gsöllpointner K. et al. Digital Synesthesia. A Model for the Aesthetics of Digital Art. Berlin/Boston: De Gruyter.

Achtelik, Anna. "Interrogating the Sublime: Reconstructions," Transdiscourse 2: Turbulence and Reconstruction, Editor Jill Scott, De Gruyter, Berlin, pp. 158-161.

2015 Paul, Christiane. Digital Art, 3rd edition, Thames & Hudson World of Art series, London, pp. 130-131, 238-240.

Uradomo-Barre, Stacey. CONSTRUCTVS exhibition catalog, WING LUKE MUSEUM / SMITHSONIAN INSTITUTION AFFILIATE, Seattle, USA, pp. 26 – 33.

Sabapathy, T.K. and Lim, Michelle. ADM 10th Anniversary Faculty Show "Beyond the Horizon" Catalog, Nanyang Technological University Dept. of Arts, Design and Media (NTU ADM), Singapore.

2013 Aceti, Lanfranco, Rinehart, Richard, and Sahin, Ozden, ed. "Not Here Not There" Part 2. Leonardo Electronic Almanac, Volume 19 Issue 2. Pages 5, 17-18, 24-25, 118-119, 210-219.

Lodi, Simona. "Illegal Art and Other Stories," Unlike Us Reader. Social Media Monopolies and Their Alternatives, Ed. Geert Lovink, Miriam Rash, Amsterdam: Institute of Network Cultures, 2013, pp 250-251.

2010 Lieser, Wolf. The World of Digital Art (large format hardcover), Ullman/Tandem Verlag, Königswinter, Germany.

2009 Gessner, Ingrid. "Moving Beyond Manzanar: Transnationalizing Japanese American Internment Experiences." Virtually American? Denationalizing North American Studies. Ed. Mita Banerjee. Heidelberg, 2009. pp77-96.

Lieser, Wolf. Digital Art (Art Pocket Series), Ullman/Tandem Verlag, Königswinter, Germany, pp 104-105.

2007 Smith, Matthew. The Total Work of Art: From Bayreuth to Cyberspace, Routledge, NY, 2007, pp 180-186.

Gessner, Ingrid. From Sites of Memory to Cybersights: (Re)Framing Japanese American Experiences, Universitätsverlag Winter, pp. 90-106.

2003 Paul, Christiane. Digital Art, 1st edition, Thames & Hudson World of Art series, London, pp. 130-132.

SELECTED REVIEWS:

2017 Farago, Jason. "Virtual Reality Has Arrived in the Art World. Now What?" New York Times, Feb. 3 (Feb. 5 in the print edition under the title, "Plunging Into Artists' Twilight Zones.")

McClenaghan, Alyssa. "Days later, I reflect: NYC Armory Week," openhouseblog.nyc, March.

Madson, Diane. "Artist Exhibits Dystopian Vision in Seattle Park," podcast yaleclimateconnections.org, Jan 16.

Whang, Eric H. "Virtual reality in digital art," www.tiltfactor.org, Feb. 3.

2016 Gessner, Ingrid. "Tamiko Thiel's virtual reality installations as sites of learning in and beyond the museum," Taylor & Francis Online <http://www.tandfonline.com>, 24 September.

JWT Intelligence Future 100 2017 report featured Gardens of the Anthropocene as AR top trend for 2017.

Laughlin, Shepherd. "Augmented Reality Evolves," www.jwtintelligence.com, 28 October.

Medlock, Katie. "Dystopian AR art installation shows how plants might adapt to rising global temperatures," inhabitat.com, 30 September.

Blakemore, Erin. "Augmented reality art imagines what could be Seattle's weird bleak future," www.smithsonianmag.com, 19 September.

Andrews, Eve. "Can climate change be beautiful? In virtual reality, sure.," grist.org, 20 September.

Wachs, Audrey. "Wander though a lush, pre-apocalyptic virtual garden at the Seattle Art Museum," archpaper.com, 01 September.

Pangburn, DJ. "Seattle's Climate-Changed Future Rises in a New Installation," thecreatorsproject.vice.com, 29 Aug.

Kiley, Brendan. "Bloom and doom: Pokémon Go-like art project explores climate change," www.seattletimes.com, 29 August.

- Galore, Janet. "my favorite things tour at SAM Remix," janetgalore.com, 27 August.
- MIT Arts, Culture and Technology Program. "ACT alumni exhibiting around the world: Tamiko Thiel, MEE '83, CAVS Fellow '04-05," act.mit.edu, August.
- "_Must-see exhibitions at SAM," (in Japanese) www.junglacity.com, August.
- "SARAJO. 'Gardens of the Anthropocene': inside a climate-changed future," conservation.uw.edu, 24 June.
- Bosco, Roberta and Caldano, Stefano. "Otra realidad es posible," www.fundacionaque.org/blog.
- Wright, Rewa. "Augmented Reality as Experimental Art Practice: from Information Overlay to Software Assemblage," [ISEA2016 proceedings](http://ISEA2016.proceedings), Hong Kong.
- "Museum Day 2016: Asian Pacific American Museums," Wing Luke Museum features Brush the Sky on the SMITHSONIAN Asian Pacific America website <http://smithsonianapa.org>.
- 2015 Wright, Rewa. "[Mobile Augmented Reality Art and the Politics of Re-assembly](http://www.isea2015.org)," ISEA2015, Van.B.C.
- 2014 Wright, Rewa. "From the Bleeding Edge of the Network: Augmented Reality and the 'software assemblage.'" *Proceedings of PostScreen 2014, Device Medium Concept Conference, University of Lisbon.* https://www.academia.edu/10377720/From_the_Bleeding_Edge_of_the_Network_Augmented_Reality_and_the_software_assemblage
- Stratton, Rachel. "Interview with Tamiko Thiel," [Unknown Quantities Magazine](http://www.unknownquantities.com), Central Saint Martins / University of the Arts, London, UK.
- Scheller, Jörg. "Die Kunst mit dem Klick," [DIE ZEIT](http://www.diezeit.de), Hamburg, Germany. Nr. 27/2014, June 26.
- Liao, Tony & Humphreys, Lee. "Layar-ed places: Using mobile augmented reality to tactically reengage, reproduce, and reappropriate public space," [New Media & Society](http://www.newmediaandociety.com), SAGE Publications, October 2015, Vol. 17 no. 9 1418-1435. First published online on March 19, 2014, <http://nms.sagepub.com/content/17/9/1418>.
- "Tamiko Thiel: Exciting New Digital Artwork Augments Reality At The Shard," August 8. <http://www.artlyst.com/articles/tamiko-thiel-exciting-new-digital-artwork-augments-reality-at-the-shard> .
- Gould, Amanda Starling. "Invisible Visualities: Augmented Reality Art and the Contemporary Media Ecology," *Convergence: The International Journal of Research into New Media Technologies*, Special Issue "Cultural Expression in Mixed and Augmented Reality," eds. Jay Bolter & Maria Engberg, Vol. 20(1) 25–32.
- 2013 Winerman, Lea. "Reality Bytes," [Washington Post Express](http://www.washingtonpost.com), Washington DC. August 15, 2013.
- Garrett, Marc. "Disrupting The Gaze: Art Intervention and the Tate Gallery," [academia.edu](http://www.academia.edu), February 7
- Clay, Art and Rut, Monika. "The Art of Augmenting Reality," [Tafter Journal](http://www.taftjournal.com), No.66, December 2013.
- Bolognini, Yves/Stamm, Marielle, ed. "Programmed Disappearance: The Bolo Museum Investigates," [Bolo Museum, Concepte Fondation Memoires Informatiques](http://www.bolo-museum.com), Press polytech. et univ. romandes, Lausanne, pp 116-117
- 2012 Garrett, Marc. "All Hail Damien Hirst" Augmented Reality Intervention @ Tate Modern. Interview for [Furtherfield](http://www.furtherfield.com), London. Blogged further by Bruce Sterling in his [WIRED Magazine](http://www.wired.com) blog "Beyond the Beyond."
- Tanni, Valentina. "Dio-Hirst alla Tate Modern," [artribune.com](http://www.artribune.com), Italy, March 30.
- Bosco, Roberta/Caldana, Stefano. "Una tercera vida artística," [El Pais](http://www.elpais.com) "El Arte en la Edad del Silicio," Jan. 24.
- Waelder, Pau. "White Cube Augmented: AR Art and the Gallery Space," [etc](http://www.etcjournal.com), Montreal, 15 Oct. 2012, pp. 52-57.
- 2011 Rackham, Melinda. "divisible Istanbul," [real time](http://www.realtime.com.au), Sydney, Australia, Dec.2011/Jan.2012, pp. 22-23.
- Steinberg, Claudia. "Mit Happenings gegen das Establishment," [Kunstzeitung](http://www.kunstzeitung.de), Regensburg, Nov. 2011, p.19.
- Quaranta, Domenico. "Venezia: La Realtà Aumentata," [Flash Art Italy](http://www.flashartitaly.com), July/September 2011, p 33.
- Bosco, Roberta. "La Bienal que emerge a través del móvil," in [El Pais](http://www.elpais.com), Madrid, Spain, June 12, 2011.
- Ippolito, Jon. "Are you in the Biennale, or aren't you? Both, thanks to Augmented Reality," www.nmdnet.org, June 13, 2011
- Waelder, Pau. "Los pabellones invisibles," <http://laboralcentrodearte.uoc.edu/>, June 20, 2011.

- Fong, Cherise. "Augmented Reality: Through the Mobile Looking Glass," in MCD musiques & cultures digitales, Hors-série #6 Internet des Objets / Internet of things, France, Jan./Feb.
- Seaman, Bill. "The Cheonggyecheon Project," Art of Communication, NATIONAL MUSEUM OF CONTEMPORARY ART, Seoul, Korea. pp113/115.
- 2010 Porter, Eduardo. "Is That a Dagger I See?," New York Times, New York, USA, pA34, Oct. 22, 2010.
- Fidel, Alexander. "Art Gets Unmasked in the Palm of Your Hand," New York Times (online), Dec. 1, 2010 and International Herald Tribune, (print) Dec. 2, 2010
- Sterling, Bruce. "Augmented Reality: AR uninvited at MoMA NYC," WIRED online, Oct. 6
- Conroy-Randall, Britta. "Guerilla Artists Stage MoMA Invasion" on National Public Radio (NPR) "All Things Considered" and on the WNYC Radio website, New York, USA. Oct. 15 2010.
- Smith, Matthew. "Liquid Walls: The Digital Art of Tamiko Thiel," Performing Arts Journal (PAJ), MIT Press, Sept. 2010, Vol. 32, No. 3 (PAJ 96), pp. 25-34.
- Quiroz, Marcela. "Orientalism, Occidentalism and other myths of origin," Fahrenheit Contemporary Arts, online and print magazine in English, Spanish and French, pp.102-104. (<http://www.fahrenheitmagazine.com/>)
- "Critic's Choice," page 51, and "Virtuelle Mauer/Re-Constructing the Wall," page 49, Time Out Bengaluru, Bangalore, India. Jan.8-21.
- "Berlin Wall Virtual Reality," The Nation, Colombo, Sri Lanka, Jan. 10.
- 2009 Smee, Sebastian. "Critic's picks - visual arts," Boston Globe, Boston, MA, USA., May 3, 2009.
- Norris, Doug. "Tearing Down the Virtual Wall," Art New England, April/May, Vol.30 Issue 3, pp. 18-20.
- Hadge, Kara. "Virtual Berlin - In Two Parts," Boston Phoenix, Boston, MA, USA., April 17, 2009.
- 2008 Steinberg, Claudia. "Tamiko Thiels virtuelle Projekte," Kunstzeitung, #146, Germany, October, p.30.
- van Bebber, Werner. "Die Mauer wird wieder aufgebaut - am Computer," Tagesspiegel, Berlin, August 12, p. 8.
- Shimp, Rachel. "Explore a virtual Berlin Wall at 911 Media Arts," Seattle Times, Seattle, USA. Dec. 26.
- 2007 Hauffen, Michael. "Next Level, Kunstverein Wolfsburg," KUNSTFORUM International, Vol. 184, pp 113-115.
- 2006 Hentschlaeger, Ursula. "Im Land der Barbaren," artmagazine.cc (www.artmagazine.cc)
- O'Sullivan, Michael. "The Liberal Rules of 'Engagement'," Washington Post, April 28, p. WE51.
- Kennicott, Philip. "You Shouldn't Have! On the NEA's 40th, the Art of Politics," Washington Post, May 15, p. C01
- 2004 "Viewers interact with new exhibit on U.S. internment camps," MIT Tech Talk Vol. 48, No. 25, April 28
- 2002 Mosher, Mike. "The Interaction '01," e-Zine, Leonardo Electronic Almanac, Vol10 #11, Nov. 2002.
- 2001 Hauffen, Michael. "Tamiko Thiel und Zara Houshmand: Beyond Manzanar," Springerin, Band VII Heft 2, Juni-September 2001, pp. 75,76.
- 2000 "Future Computer Image Suggested in the Abacus," AXIS Magazine, March/April 2000, pp. 37-41.
- Full color photo essay on *Beyond Manzanar* published in the premier issue of the new Japanese critical theory journal DIATXT, Kyoto Art Center, June 2000, pp.65 - 72.
- Richard, Birgit. Vergehen Konservieren Uploaden. Strategien fuer die Ewigkeit." Kunstforum, Vol. 151, July – September 2000, Page 50.
- 1998 Greenman, Catherine. " Network Helps Children Cope With Serious Illness," New York Times, May 28, 1998, page D6.
- Koski, Janne. "Aurinko - Sun: Solar Art at the Rauma Museum, Finland," Leonardo Journal, MIT Press, Vol.31 #2, 1998, pp. 81-86.
- Cohn, Terri. "Chik Tek '97' at Art-Tech," Artweek Magazine, Vol.29 No.2, February 1998, page17.

- 1997 Jones, Rochelle, "Star Power," People Magazine, December 1 1997, page 61.
- 1996 McCarthy, Susan. "the good deed," WIRED Magazine, Sept. 1996, pp.170 –175, 230, 232, 234, 237.
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- 1995 Hellmich, Nanci. "A computer playspace to ease suffering," Cover story for USA Today, Wed., Nov. 8.
- Lewis, Peter H. "VR and Virtual Spaces Find a Niche in Real Medicine." New York Times, June 5, 1995.
- Sperlich, Tom. "Trost und Waerme on line," Die Zeit Nr. 26, June 23, 1995
- Harmon, Amy, "E.T. Reaches Out." Los Angeles Times, June 6, 1995.
- Clark, Don, "The High Road on the Highway: Helping Sick Kids Play Together." Wall Street Journal, May 10 1995, page B1.

SELECTED WRITINGS:

- 2016 "Assemblage and Décollage in Virtual Public Space" (with Will Pappenheimer), NMC|Media-N Journal of the New Media Caucus, CAA Conference Edition, Summer 2016.
- 2014 "Site Venice Site Biennale," AR|t| Magazine, AR Lab (joint project: Royal Academy of Art/The Hague (KABK), Delft University of Technology, Leiden University). Issue 5, May 2014, pp. 29-33.
- "Critical Interventions into Canonical Spaces," Chapter 2 of the book Augmented Reality Art, ed. Vladimir Geroimenko. Springer Verlag, Heidelberg, Germany.
- 2012 "Embracing the Invisible: Manifest.AR Augmented Reality Intervention at the Hayward Gallery," practicebased.re
- 2011 "Cyber-Animism and Augmented Dreams," Leonardo Electronic Almanac (LEA), www.leoalmanac.org
- 2010 "Rhetorics of the Interactive 3D Installation 'Virtuelle Mauer/ReConstructing the Wall'" (with Teresa Reuter), ICIDS (International Conference on Interactive Digital Storytelling), Edinburgh, UK. Ruth Aylett et al., eds.: ICIDS LNCS 6432, pp. 129-140, Springer-Verlag, Berlin / Heidelberg.
- 2009 "Where Stones Can Speak: Dramatic Encounters in Interactive 3D Virtual Reality," chapter in the book Third Person: Authoring and Exploring Vast Narratives, ed. Pat Harrigan & Noah Wadrup-Fruin, MIT Press,
- 2007 "Life at the Interface of Art and Technology," ON SCREEN, 911 Media Arts Center, Seattle, WA, USA. Winter, 2007, Vol. 18 No.1, pp. 32-34.
- 2004 "Beyond Manzanar: Creating Dramatic Structure in Ergodic Narratives," TIDSE (Technologies for Interactive Digital Storytelling and Entertainment), Darmstadt, Germany, June 24-26, 2004, Springer Verlag, Berlin.
- 2003 Reader: Lab3D and Web3D Art, Kathy Rae Huffman and Melinda Rackham, editors. CORNERHOUSE, Manchester, England, June 2003.
- 2002 Panelist in The (Re)Structured Screen, online critical forum presented by EYEBEAM/New York and The Integrated Media Program at CalArts, California, Nov. 11 - Dec. 13.
- 2001 "Dramatic structure in interactive virtual reality," AEDO-BA, Villa Tosca Design Management Center, Milan, Nr. 03/04, Fall 2001 pp. 40-45.
- "Beyond Manzanar," (with Zara Houshmand,) SIGGRAPH 2001 Electronic Art and Animation Catalog and CD-ROM, ACM SIGGRAPH, New York, page 125.
- "*Beyond Manzanar: Constructing Meaning in Interactive Virtual Reality*," Proceedings of COSIGN2001: Digital Semiotics of Games and New Media, Amsterdam, Holland.
- 2000 LEONARDO JOURNAL, MIT Press, Volume 33 #2, 2000. Images from the series *Metamorphoses* featured on front and back covers, and on Leonardo's website.
- 1994 "The Design of the Connection Machine," INTERCOMMUNICATION MAGAZINE, InterCommunication Center of the NTT (ICC), Tokyo, Japan, No. 8, Spring.
- "The Design of the Connection Machine," DESIGN ISSUES, MIT Press, Cambridge, MA, Vol.10 No.1 Spring.

"Machina Cogitans," Genetic Art - Artificial Life, ARS ELECTRONICA, Linz, Austria.

1992 "The Connection Machine," AXIS Magazine, Number 45, Tokyo, Japan, 1992

SELECTED LECTURES

- 2017 Creative Tech Week Leaders in Software and Art conference. "Dramatic structure for interactive Virtual Reality" AR in Action Leadership Summit, NYU, New York.
- 2014 "Portable Reality" Symposium HOUSE for ELECTRONIC ARTS at MUSEUM TINGUELY, Basel, Switzerland.
"Experiencing the Invisible - Augmented Reality Art," Environmental Visions Symposium, NANYANG TECHNOLOGICAL UNIVERSITY School of Art, Design and Media (NTU ADM), Singapore.
- 2013 CORCORAN Gallery of Art/College of Art and Design. Manifest:AR symposium, Washington DC, USA.
PARSONS / NEW SCHOOL, "Something in the Air: Artists talk about interventionist strategies in Augmented Reality Art" panel discussion, New York, USA.
- 2011 "Virtual and Augmented Reality Artworks," EYEBEAM ART + TECHNOLOGY CENTER, New York, USA:
- 2010 "Rhetorics of the Interactive 3D Installation 'Virtuelle Mauer/ReConstructing the Wall,'" ICIDS 2010 CONFERENCE ON INTERACTIVE DIGITAL STORYTELLING, Edinburgh, Scotland, UK.
Artist's talk at the SRISHTI SCHOOL OF ART, DESIGN AND TECHNOLOGY, Bangalore, India and RABINDRA BHARATI SCHOOL OF ART, Kolkata (Calcutta), India.
- 2009 "I viaggi di Mariko Horo," artist's talk at the FONDAZIONE QUERINI STAMPALIA, as part of the transnational literary festival Incroci di Civilta', Venice, Italy, May 20.
- 2007 "Mariko Horo: The Art of Tamiko Thiel," artist's talk, SEATTLE ART MUSEUM. Seattle, USA. Held in conjunction with the exhibit "Japan Envisions the West: 16th-19th Century Japanese Art from Kobe City Museum" at the Seattle Art Museum and the solo show of *The Travels of Mariko Horo* at 911 Media Arts Center, Seattle, USA.
- 2006 "Creating the Unknown World," ISEA2006/01SJ BIENNIAL, San Jose, CA, USA.
- 2005 "The Travels of Mariko Horo," Center for Advanced Visual Studies (CAVS), MASSACHUSETTS INSTITUTE OF TECHNOLOGY, Cambridge, MA, USA.
"Virtual Memorials" Roundtable Discussion hosted by the GOETHE-INSTITUT for the BOSTON CYBERARTS FESTIVAL, Boston, USA.
- 2004 "Re-Constructing the Berlin Wall: The virtual experience of an urban fact and symbol," Center for European Studies (CES), HARVARD UNIVERSITY, Cambridge, MA, USA.
- 2003 "A General Theory of Dramatic Structure for Interactive 3D Environments," Center for Advanced Visual Studies (CAVS), MASSACHUSETTS INSTITUTE OF TECHNOLOGY, Cambridge, MA, USA.
"Slowness in Cultural Pluralism," panel discussion, Kyoto Biennale, KYOTO ART CENTER, Kyoto, Japan.
- 2002 "Creating *Beyond Manzanar*," (with Zara Houshmand.) Event to celebrate the opening of *Beyond Manzanar* in the "Highlights of the Permanent Collection" show at the SAN JOSE MUSEUM OF ART, San Jose, CA. Event co-hosted by ZeroOne: The Art and Technology Network.
"Creating Dramatic Structure in Interactive 3D Virtual Reality," INTERACTIVE MEDIA DIVISION, SCHOOL OF CINEMA-TELEVISION, University of Southern California (USC) Los Angeles, CA, USA.
"Arbeiten mit Kunst und Technologie," BAUHAUS-UNIVERSITY, Weimar, Germany
"Creating Dramatic Structure in Virtual Reality," NEW YORK UNIVERSITY (NYU), New York, NY, USA.
"Crossing cultures in Virtual Reality," curators talk at the JAPANESE AMERICAN NATIONAL MUSEUM (JANM), Los Angeles, CA, USA.
- 1999 "Fantasies and Other Realities," VIPER MEDIA ART FESTIVAL, Lucerne, Switzerland.

"Virtual Worlds", ART CENTER COLLEGE OF DESIGN, Pasadena CA.

1998 "Virtually Paradise," Out of the Box Summit on Interactivity, BANFF CENTRE for the ARTS, Banff, Canada.

1994 "Calculating Clock to Connection Machine: The Changing Image of Computers," Museum of American History, SMITHSONIAN INSTITUTION, Washington DC, USA.

1993 "Roboter, Animaten & künstliche Lebewesen," Genetic Art-Artificial Life, ARS ELECTRONICA 93, Linz, Austria.

ART & TECHNOLOGY: Selected commercial and academic positions

- 2017 GOETHE-INSTITUT NEW YORK. Co-organizer (with Caroline Sindere) of FACETS Un-Conference on Art and Artificial Intelligence.
- 2015 "The OPEN," SINGAPORE INTERNATIONAL FESTIVAL OF ARTS, Singapore. Supervised "Augmenting Singapore" class project at the Nanyang Technological University School of Art, Design and Media for Augmented Reality Memory Tour at the Tanjong Pagar Railway Station.
- 2014 & 2015 NANYANG TECHNOLOGICAL UNIVERSITY. Visiting Associate Professor in the School of Art, Design and Media, Singapore (one semester each year).
- 2012 - 2015 CARIBBEAN CULTURAL CENTER / AFRICAN DIASPORA, Augmented Reality Artistic Advisor for the AR project "Mi Querido Barrio," winner of a ROCKEFELLER FOUNDATION Cultural Innovation Award.
- 2011 - 2014 DUKE UNIVERSITY, Visiting artist, Experimental Documentary Studies MFA program, Durham NC, USA.
- 2011 - 2012 BERLIN UNIVERSITY OF THE ARTS (UdK Berlin), Visiting Professor for Technologies of Non-Linear Dramaturgies in the Institute for Time-Based Media (IZM).
- 2011 Main curator and organizer for Manifest.AR VENICE BIENNIAL 2011 augmented reality intervention.
- 2010 Co-founded Manifest.AR, augmented reality artists group.
- 2009 Co-curated the Munich Video Art Compilation for the Upgrade! Munich.
- 2005 Founded Upgrade! Munich as part of the Upgrade! International artists' network.
- 2007 Workshop at the ECOLE SUPERIEURE d'ART, Aix en Provence, France
- 2003 KYOTO ART CENTER, Kyoto, Japan. Workshop "Constructing the Unknown World."
- 2002 Visiting Lecturer (Gastdozent) in Media Design. BAUHAUS-UNIVERSITÄT, Weimar, Germany.
- Visiting Lecturer in Visual Arts. UNIVERSITY of CALIFORNIA, San Diego (UCSD), CA. USA.
- 1994 - 1996 WORLDS, INC., San Francisco, CA, USA. Creative director and producer of Starbright World, a multi-user networked virtual reality playspace for seriously ill children, in collaboration with filmmaker and Starbright Foundation chairman Steven Spielberg.
- Spring 1994 Visiting Associate Professor of Design, CARNEGIE MELLON UNIVERSITY, Pittsburgh, PA.
- 1991 Design consultant. THINKING MACHINES CORPORATION, Cambridge, MA, USA. Consulted on the design of Danny Hillis' Connection Machine CM-5, successor to the CM-2.
- 1983 - 1985 Design Engineer. THINKING MACHINES CORPORATION, Cambridge, MA, USA. Head of Packaging and Industrial Design for Danny Hillis' Connection Machines CM-1 and CM-2, parallel supercomputers for artificial intelligence research. Co-signer of CM-1 patent for "Method for Interconnecting Processors in Hyper-Dimensional Array."