JOSEPH AMODEI

NEW MEDIA ARTIST – THEATER DESIGNER – EDUCATOR

Education

2020   MFA Video and Media Design, Carnegie Mellon University School of Drama
            Certificate in pedagogy through the Eberly Center's *Future Faculty Program*
            Research focuses: Socially Engaged Performance, Computer Science, New Media Technologies

2013   BFA Studio Art, University of North Carolina at Chapel Hill (UNC)
            with Honors. Minor Equivalents in Philosophy & Music

Academic Positions

2023 - Present   Assistant Professor of Media Design, Department of Theatre.
                     Lehigh University. Bethlehem, PA

2020 - 2023   Assistant Professor of Immersive Media, Immersive Media Program
                     Chatham University. Pittsburgh, PA.

Statement

Joseph Amodei (they/them) is a new media artist, theater designer, activist, researcher, and educator. Their work combines innovative technology, extensive research, and hope for alternate futures to invite audiences into a communal process of debriefing and re-learning. Their work seeks to make material differences with and for people at the intersection of art and technology. Joseph grew up in North Carolina, where they received a BFA in Studio Art from UNC-Chapel Hill. Joseph completed their MFA in Video and Media Design at Carnegie Mellon. Currently, they are a Professor of Media Design at Lehigh University.

Recent work has explored immersive archive creation + Virtual Reality, mediated storytelling amplifying the Black history of the South, gameplay + gerrymandering, the HIV/AIDS crisis + performance of queer care, and Human Centered Design + issues of health equity.

Recetly, their media design for *the dance floor, the hospital room, and the kitchen table*, (New Orleans Contemporary Arts Center, Theater Communications Group's National Conference, Kelly Strayhorn Theater, National Performance Network) – a show about archiving queer care across pandemics – was selected to represent the USA in the emerging category at the Prague Quadrennial, what USITT calls, "the Olympics of Performance Design."

Portfolio

For a portfolio of the many different types of projects I have created and participated in, please visit my website at: www.jamodei.com

CREATIVE RESEARCH
Performance/Theater Design

* indicates also designed sound
† indicates also designed lighting

Media/Interaction/Projection Design			
Production	**Director/Primary Collaborator**	**Company**	**Year**
the dance floor, the hospital room, and the kitchen table (Forthcoming)	Lyam Gabel	The Voxel, Baltimore, MD	2025
Trouble in Mind (Forthcoming)	Kashi Johnson	Lehigh University, Bethlehem, PA.	2024
Amm(i)gonne	Adil Mansoor	-Woolly Mammoth Theater, Washington DC -Long Wharf Theatre New Haven, CT	2024
House of Telescopes	Lyam Gabel And Kairos Looney	Pipeline Theater Company, Off-Broadway at A.R.T, NYC	2024
The Saint-Georges Project*	Michael Jorgensen	Zoellner Arts Center, Bethlehem, PA	2024
Fever Pitch: Climate Justice in Song†	Taína Asili	The Linda WAMC's Performing Arts Studio, Albany NY	2024
This Emancipation Thing	Sara Lyons	-Roy and Edna Disney CalArts Theater (REDCAT), Los Angeles -Lehigh University	2023-2024
Rags Parkland Sings the Songs of the Future	Lyam Gabel	Lehigh University, Bethlehem, PA.	2023
Finding Freedom: The Journey of Robert Smalls	Jameeka Holloway	The Gaillard Center, Charleston, SC	2023
They Do Not Know Harlem	Kathy Williams & Tristan André Parks	Playmakers Repertory Theater, Chapel Hill, NC.	2023
Young Playwrights Festival	Tru Verret-Fleming	City Theatre Company of Pittsburgh	2022
Fully Expressed: The Lyricists' Journey	Adam "FRH" Golden and Ben Pryor	Kelly Strayhorn Theater, Pittsburgh	2022
This Emancipation Thing*	Sara Lyons	NOW Festival, Los Angeles	2022
the dance floor, the hospital room, and the kitchen table	the dance floor, the hospital room, and the kitchen table	-The New Orleans Contemporary Art Center -Chatham University -Kelly Strayhorn Theater	2022

Amm(i)gonne	Adil Mansoor	-Kelly Strayhorn Theater in Pittsburgh -The Theater Offensive at the Pao Arts Center in Boston -The Theater Communications Group (TCG) National Conference -University Settlement in NYC jan 2023 -Andy Warhol Museum	2021-23
Free The Vaccine	Kisha Patterson and The Center for Artistic Activism	The Center for Artistic Activism & Universities Allied for Essential Medicine (ongoing)	2020-22
Chase The Erase	Christine Sciulli and Nora Breen	Unstoppable Voters Project, Fair Districts PA, Black Political Empowerment Project	2021
Packing and Cracking: Pennsylvania*†	Rachel Gita Karp & Joshua Kery	The Center for Women and Politics at Chatham University	2021
My Mouth is a Queer Time Machine	Lyam Gabel and Jean Luc DeLadurantaye	ANT Fest at Ars Nova, NYC	2021
HITOUCH	Lyam Gabel	FEMFEST, Houston TX	2021
Packing and Cracking: Pennsylvania and North Carolina*†	Rachel Gita Karp	-UNC Chapel Hill Process Series. -SFX festival at Wild Project -Rough Draft Festival at the Laguardia Performing Arts Center. -dSharp Gerrymandering Series at CMU Libraries -ARENA Academy -MIT Arts (Canceled due to COVID)	2020-211
Survival. Economies. Music.	Joseph Megel and Renée Alexander Craft	UNC - Chapel Hill (Zoom Performance Design)	2020
the dance floor, the hospital room, and the kitchen table	Lyam Gabel	Carnegie Mellon University	2019
An Atlas of Depression	Eben Hoffer	Carnegie Mellon University	2019
The Life and Times of Roger Stone	Arthur Langlie	Carnegie Mellon Playground Festival	2019
Packing and Cracking*†	Rachel Gita Karp	The Drama League	2019
Peppermint Striped	Carmen Floor	Carnegie Mellon Playground Festival	2019
The Mountaintop	Kathy Williams	Heritage Theater Festival at The University of Virginia	2018
The Pattern at Pendarvis*†	Joseph Megel	New Dog/Street Signs at HERE Arts Center, NYC	2018
To Buy The Sun: The Challenge of Pauli Murray*	Kathy Williams	Howard University Yale University, Trinity Church in NYC	2018
I'm Very Into You†	Sara Lyons (Co-Design with Adam Thompson)	OUTsider Festival, Austin, TX.	2018

Marjorie Prime*	Jeff Storer	Manbites Dog Theater, Durham, NC.	2017
Endless Shrimp†	Joseph Amodei & Ian Seim	Manbites Dog Theater	2017
The Miraculous and the Mundane*	Joseph Megel	Manbites Dog Theater	2017
The Clothesline Muse*	Maya and Nnenna Freelon	-Carver Community Cultural Center in San Antonio -Texas A&M University at College Station	2017
Race and Waste in Aluminum Town*	Pavithra Vasudevan & Joseph Megel	UNC Center for the Study of the American South and UNC Communication Department	2017
To Buy The Sun: The Challenge of Pauli Murray*	Kathy Williams	-Hidden Voices Project at the UNC Stone Center -Lyon Community Center of Durham	2016
An Unproduced Reading of a Screenplay about the Death of Walt Disney*	Joseph Megel	Manbites Dog Theater	2016
Ballet Under Glass	Tyler Walters	Duke University Ballet Forward Initiative	2016
Now Boarding	Killian Manning	Common Ground Theater	2016
10x10 Play Festival	Jeri Lynn Schulke	Carrboro Arts Center	2016
The Clothesline Muse*	Nnenna Freelon and Ross Kolman	-Cary Arts Center, NC -Wilson Arts Center, NC	2016
Anloc*	Joseph Megel	UNC Process Series	2016
I Was Never Alone: An Ethnographic Play on Disability in Russia*	Cassandra Hartblay & Joseph Megel	UNC Process Series	2016
The Tramp's New World*	Rob Jansen & Joseph Megel	Manbites Dog Theater	2015
And So We Walked†	Corey Madden	UNC Process Series	2015
The Clothesline Muse*	Nnenna Freelon	National Performance Network Conference, OR	2015
Birth of Existence	Rodrigo Dorfman	Bellan Arts	2015
10x10 Play Festival	Jeri Lynn Schulke	Carrboro Arts Center	2015
Trojan Barbie*	Joseph Megel	Street Signs	2015
The Clothesline Muse*	Maya and Nnenna Freelon	National Black Theater Festival, NC	2015
The Redbird New Plays Festival	Jeri Lynn Schulke	Carrboro Arts Center	2015
Oh What A Lovely War	Hope Alexander	Carrboro Arts Center	2015
Warning Signs	David Kantounas	DreamWorks Theater, Berlin	2014
How I Learned to Drive*	Ashley Gunsteens	UNC Dept. of Dramatic Art	2012
* indicates also designed sound			
† indicates also designed lighting			

Assist. Media/Projection Designer	Designer	Company	Year
Little Shop of Horrors	Bryce Cutler	Pittsburgh Public Theater	2020
Elements of OZ	Lawrence Shea (Augmented Reality & App Development)	The Builders Association	2019
Bright Room Called Day	Jess Mendenbach	CMU School of Drama	2018
Medea/Shulie	Davey Steinman	CMU School of Drama	2017
Freight	Eamonn Farrell	HERE Arts Center NYC	2015
Infinite Loop	Roslyn Fulton-Dahlie	UNC Process Series	2015
Love's Infrastructure	Jon Haas	Duke Performing Arts	2014
F to M to Octopus	Jared Mezzocchi	3-Legged Dog Art and Technology Center, NYC.	2013
Selected Sound Design			
Production	**Director/Collaborator**	**Company**	**Year**
Bright Half Life	Jules Odendahl-James	Manbites Dog Theater	2017
Open House	Jeff Storer	Manbites Dog Theater	2016
The Nether	Jules Odendahl-James	Manbites Dog Theater	2016
Assistant to the Sound Designer			
Production	**Designer**	**Company**	**Year**
I hope they haunt you	Travis Wright	Carnegie Mellon	2020
Strange Window	Dan Dobson	The Builders Association	2018
Selected Lighting Design			
Production	**Director/Collaborator**	**Company**	**Year**
Orlando	Caitlen Wells/Elsa Hoffman	Delta Boys and ManBites Dog	2017
Feature Presentation	Anna Barker	Real.Live.People.Durham	2016
Everscape	Ashley Gunsteens	NYC Fringe Festival	2015
The Whipping Man	Mark Filiaci	Carrboro Arts Center	2014
Baby Blue	Travis Wright	UNC Dept. of Dramatic Art	2013
Almost Maine	Kate Middleton	Ground Up Productions	2013
Of Lamb	Rachel Lewalen	UNC Performance Studies	2013
F to M to Octopus	Sam Peterson & Joseph Megel	UNC Process Series	2013
Jailbait	Christine Zagrobelny	Burning Coal Theater	2013
10x10 Play Festival	Jeri Lynn Schulke (prod.)	Carrboro Arts Center	2013
99 Ways to Fuck a Swan	Mike Donahue	UNC PATP	2012

The Milford Project	Scott Ripley	UNC Dept. of Dramatic Art	2012
Julius Caesar	Josh Wolonick	UNC Dept. of Dramatic Art	2012
The Parchman Hour	Mike Wiley	UNC Dept. of Dramatic Art	2012
Under Construction	Jeb Brinkley	UNC Dept. of Dramatic Art	2012
Three Days of Rain	Kate Middleton	Ground Up Productions	2011
Sweet Charity	Michael McWaters	Pauper Players	2011
From Up Here	Evan Mitchell	UNC Dept. of Dramatic Art	2011
Assistant Lighting Designer			
Production	**Designer**	**Company**	**Year**
Urinetown	Cecilia Durban	Playmakers Repertory Company	2012

Art Exhibition History

2024   *An Archive of Queer Care*, The Voxel, Baltimore (Forthcoming).

2023   *Prague Quadrennial: RARE*. representing the USA in international exhibition for media design with *the dance floor, the kitchen table, and the hospital room*. Prague, CZ
             Consciousness Raising Machine as part of *This Emancipation Thing* performance presented with *The Feminist Art Program (1970-1975): Cycles of Collectivity* exhibition, REDCAT, Los Angeles

2022   *An Archive of Queer Care*, Contemporary Arts Center New Orleans
             Marking This Moment, The Kelly Strayhorn, Pittsburgh

2021   *Creativity vs. Covid: Ending the Pandemic for Good.* The University of Maine, Chatham University, Indiana University IUPUI, ScienceWorks Hands-on Museum in Oregon, and The University of Maryland, and interactively online with The Center for Artistic Activism.

2020   *Art in Isolation*, North Dakota Museum of Art
             Experimental Capture, The Frank-Ratchye STUDIO for Creative Inquiry, CMU.
             Staying Awake at the Horizon, Carnegie Mellon University (CMU), Pittsburgh, PA.

2019   *Interactive Art*, The Frank-Ratchye STUDIO for Creative Inquiry, CMU.
             Looking for the Horizon, co-created installation with Travis Wright, Carnegie Mellon University†

2018   *Serving Life* with Hidden Voices*,* The Rubenstein Arts Center, Duke University.

2017   *Serving Life* with Hidden Voices*,* Carolina Union, UNC-Chapel Hill.
             EndlessShrimp, Manbites Dog Theater, Durham, NC.

2015   *Salonvideo_Submissions*. MAGMA art space, Gheorghe, Romania.
             Third Coast International Audio Documentary Festival. Chicago.

2014   *Abnormal in a Regular.* Red Light Flying Gallery, Rzeszów, Poland.
             Open House. Berlin Art Week, Leipziger Strasse 60, Berlin, Germany.
             Made & Found. Kunstraum Tapir, Berlin, Germany.
             MAYDAYMAYDAY. CAMPO Victoria, Ghent, Belgium.
             Who Holds the Keys?, Carrboro, NC.†
             I Observe Myself Observing what I Observe. Space .88, Richmond, VA.
             Touch Your Selfie. The John and Judy Allcott Gallery, UNC.

2013   *ACCELERATE!*. North Carolina Museum of Art, Raleigh, NC.
             Matters of Methods. Salon Video, Lasi, Romania.

The Power of Habit. The John and Judy Allcott Gallery, UNC.
One Size Fits All. Hanes Art Center, (UNC).†
The Ritual Factory. The John and Judy Allcott Gallery, (UNC).†
Whatever, It's the First Show. SAMple Gallery, Chapel Hill, UNC.
Drying with a Wet Towel. UNC Class of '13 Studio Art Honors Show, The John and Judy Allcott Gallery, UNC.
Slap/Kiss. Concept designer and actor in Allen Ferguson's short film. Dean Street, NYC.
The Best You Can: Documentation of a Performance. ShouldDoes Literary and Arts Magazine.

2012   *Experimental Ethnography*. Wellesley College, Wellesley, MA.
A Life, Still. North Carolina Museum of Art, Raleigh, NC.
Variations on a Theme. Yuxtapongo, episode 37, North Carolina Public Access TV.†
Synaesthesia. Nightlight, Carrboro, NC.

2011   *Taboo Conversation*. Projection and Installation Artist-in-Residence, The Distillery Gallery, Raleigh, NC.†
Taking Shape. Artery Gallery, Chapel Hill, NC.
Yuxtapongo Episode 29. Group collaboration. Yuxtapongo**.** North Carolina Public Access TV.

† indicates solo exhibition

Awards, Honors, Grants, Residencies

2024 Lehigh   Faculty Innovation Grant (FIG), for *the dance floor, the hospital room, and the kitchen table,*

University.
LEHIGH AI/ Future Makers Grants: Campus Community
Funding Opportunity for New Big Questions Seminars, THTR/DES 090: *How Will Media Make the Future? Exploring Analog, Immersive, and Emerging Media(s)*
Shortlisted for Creative Capital Award for *INSIDE[outside]* a geo-located sound app placing early childhood stories of trans* experience in natural settings exploring queer ecology and trans eco-feminism (forthcoming).
Senior Faculty Fellowship The Center for Innovation in Teaching and Learning to develop pedagogical methods with emerging technologies.

2023   Faculty Internationalization Grant for *INSIDE[outside]* for research travel and residency support in Ireland, Lehigh University.
Senior Faculty Fellowship The Center for Innovation in Teaching and Learning to develop pedagogical methods with emerging technologies.
And Come Around In Circle Developmental Residency with The Radical Buffons, New Orleans.

2022   This Emancipation Thing, developmental residency at REDCAT gallery space in LA.
'Maps Corp' collaborator with Draw the Lines PA, working to ensure fair district maps in Pennsylvania, (2019-2022).
Free the Vaccine Advocacy Innovation Lab member, The Center for artistic Activism and Universities Allied for Essential Medicines, fall 2020-present.

2021   National Performance Network, Development Fund Award for *the dancefloor, the hospital room, and the kitchen table (DANCEFLOOR)*
Vaccine Equity for Immigrants of Color, research grant from The University of Pittsburgh School of Medicine
Free the Vaccine Activism project grants from The Pittsburgh Foundation

	Vaccine Celebrations Project Grant from United Way.
	Drama League Residency for *DANCEFLOOR* with Lyam Gabel
2020	Orchard Project - Liveness Lab Residency Participant
	Untoppable Voters Project Grant through the Center for Artistic Activism for development and performance of *Packing and Cracking*
	National Performance Network, Creation Fund Award for *DANCEFLOOR*
	Studio for Creative Inquiry Residency in Your Room Fellowship
	NET/TEN Exchange Grant for *Packing and Cracking*
	Anonymous Ensemble - Avant Gardens Resident (NYC)
	GuSH Graduate Research Grant (CMU)
	Juliet Lea Hillman Simonds Foundation Fellowship (CMU)
2019	Studio for Creative Inquiry FFRAF grant (CMU)
	First Stage Residency, The Drama League, with Rachel Gita Karp (NYC)
	Graduate Student Conference Grant (CMU)
	GuSH Research Grant (CMU)
	Juliet Lea Hillman Simonds Foundation Fellowship (CMU)
2018	Graduate Student Conference Grant (CMU)
2017	Graduate Student Conference Grant (CMU)
2015	Projection artist-in-residence, The Clothesline Muse, Temple University, PA.
2014	Takt, Artist Residency, Berlin, Germany.
2013	Anderson Award. Undergraduate Art Award Competition.
	Francis L. Phillips Travel Scholarship. Grant supported research abroad.
	Penland School of Crafts. Residency. Spruce Pine, NC.
	Concentration: Metal working & material exploration with Anika Smulovitz.
	Allcott Travel Scholarship. Grant supported research, image-transfer collage and cross-country video expedition. (UNC).
	Best Lighting Design '12-'13, UNC Dramatic Art Dept. for *Under Construction*.
2009-2013	Carolina Covenant Scholar
2012	Jonathan E. Sharpe Award, Undergraduate Art Award Competition.
	Penland Scholarship Award. Undergraduate Art Award Competition,
	SURF Grant (Student Undergraduate Research Fund). Grant supported research, video and performance collaborations with E6 collective in Olympia, WA.

Contributions to Science

Projects:

[Engaging Together for Healthy Relationships](#) (ETHR), Pennsylvania, 2022-Present

Adolescent relationship abuse (ARA) is a pervasive issue that impacts 1 in 3 young people by the time they turn 18. ARA has lifelong health impacts and is related to many of the health concerns pediatric clinicians see daily. Primary care physicians have the unique opportunity to be both a confidant and educator for adolescents as they grow. The intention of Engaging Together for Healthy Relationships (ETHR) is to utilize the pediatrician's role in the teen's life to educate both teens and parents on the importance of healthy relationships, the signs of unhealthy relationships, and encourage continuing communication about this topic at home.

Our goal is to make education about healthy friendships and relationships universally discussed and seamlessly integrated into the confidential history portion of a primary care visit for adolescents ages 11-15. We also aim to utilize the unused time while parents are alone in the waiting room to further motivate and educate parents to be aware and communicative regarding their teen's social life.

In addition to the HCD practices and process I led as part of its development and in my continued collaboration with Dr.Ragavan, I led the design team in creating the print and digital materials that will communicate the many elements of ETHR components in a storytelling and user-centric design methodologies. This can be seen at the 'Engaging Together' website. I also led the creation of the training materials using methods of Ai animation techniques and podcast creation to help make sure the training was also visually segmented and designed to fit into the busy lives of the pediatricians leading the implementation of ETHR. As the first round of trials come to an end and the qualitative and quantitative feedback is examined, I will lead the redesign of the larger multi-state trial that will be part of the next step of developing ETHR.

Community Vaccine Collaborative (CVC), Western PA, 2020-present

The CVC is an innovative community-academic partnership centered on mitigating the disproportionate impact of COVID-19 on Black and Latinx communities, from increasing participation in vaccine trials to promoting vaccine uptake, and, more distally, improving trustworthiness of research and health care among minoritized communities. The CVC was co-developed with four community organizations in Allegheny County (Urban League of Greater Pittsburgh, the Neighborhood Resilience Project, UrbanKind Institute and Casa San Jose) as well as researchers from Pitt and Chatham to address disparities in vaccine acceptance and uptake among marginalized and minoritized communities.

Core to the CVC is connection to Community Health Deputies (CHDs), trained community health workers recruited by the Neighborhood Resilience Project to provide accurate information about COVID-19. Sustained involvement of minoritized communities is needed to ensure that research and health care delivery systems address equity and increase trustworthiness. Our longer-term vision is to use the approaches developed in this integrated program to sustain local community networks and facilitate vaccine uptake among individuals in southwestern Pennsylvania, increase their active participation in clinical trials, and support equitable vaccine delivery in community and clinic-based settings by nurturing trustworthiness of the vaccines themselves, health care, and research.

Immigrant and Refugee Vaccine Equity (IRC), Western PA, 2020-present

I have been closely collaborating with co-investigator Dr. Maya Ragavan using human centered design (HCD) techniques to generate community-created solutions to a range of medical and public health problems. We are currently working with multiple Pittsburgh-based immigrant and refugee serving organizations (including Casa San Jose) to develop a toolkit for healthcare providers and systems on promoting COVID-19 vaccine equity. The toolkit is informed by focus groups with English language learner (ELL) community members. We also are applying HCD approaches to understand how pediatricians support survivors of partner violence in clinical settings. For both projects, I use Miro boards to create activities for participants that help include community partners in data analysis, visualization, and dissemination. Additionally, we are moving to other technological and mediated

solutions around game-design in healthcare and expanding the workgroup to larger issues of immigrant and refugee health equity.

Addressing Intimate Partner Violence Survivors in Pediatric, Clinical Settings, National team, 2021-present

Intimate partner violence is deeply pervasive and has a negative health impact on children and survivors. Pediatricians are uniquely poised to support survivors however currently there is limited use of resources in clinical settings. Our goal is to conduct focus groups with pediatric healthcare providers to learn what resources would be helpful for them and specific implementation barriers. In the data collection phase of this project, I helped design the Dyadic interviews. Then, my work at the intersections of new media art, community-centered design, and activism/advocacy helps with the development, design, and implementation of user toolkits for pediatricians. This project is funded by the Center for Disease Control.

Publications:
- Scott S, Ragavan M, Mickievicz E, Handrinos A, **Amodei J**, Chang J, Balaban Z, | Duplessis V, DeGue S, Villaveces A, Miller E, Randell K. *Pediatricians' Practices and Desired Resources for Addressing Intimate Partner Violence.* Partner Abuse. August 2024, Doi: 10.1891/PA-2023-0044 Epub ahead of print.

- Schweiberger K, Migliori O, Mbangah M, Arena C, Diaz J, Liu SY, Kihumbu B, Rijal B, Mwaliya A, Castillo Smyntek XA, Hoffman H, Timsina K, Salib Y, **Amodei J,** Perez AJ, Chaves-Gnecco D, Ho K, Mugwaneza K, Sidani J, Ragavan MI. *"How Fluent Do I Need to Be to Say I'm Fluent?"* Research Experiences of Communities that Speak Languages Other than English. Community Health Equity Res Policy. 2024 Mar 14:2752535X241238095. doi: 10.1177/2752535X241238095. Epub ahead of print. PMID: 38486412.

- Salib Y, **Amodei J**, Sanchez C, Castillo Smyntek XA, Lien M, Liu S, Acharya G, Kihumbu B, Mishra P, Chaves-Gnecco D, Timsina K, Diaz J, Henry C, Mickievicz E, Mwaliya A, Ho K, Sidani J, Ragavan MI. *The COVID-19 vaccination experience of non-English speaking immigrant and refugee communities of color: A community co-created study.* Community Health Equity Research and Policy. 2024 Jan; 44(2):177-188. doi: 10.1177/2752535X221133140. Epub 2022 Oct 25. PMID: 36283968; PMCID: PMC9597283. In-press

- Krakora M, Townsend T, Castillo Smyntek XA, Sickler L, Henry C, Hardeman C, Savage Friedman F, Sidani JE, **Amodei J**, Ruiz M, Rosen D, Ho K, Patterson K, Massart M, Miller E, Tharp-Gilliam S, Ragavan MI. *From Vaccines to Vitality: The Progression of a Community-Academic Collaboration*. Health Promotion Practice. 2024 Jan;25(1):13-16. doi: 10.1177/15248399221137271. Epub 2022 Dec 8. PMID: 36482669. In-press

Grants:
- University of Pittsburgh Clinical and Translational Science Institute   7/1/2022-6/30/2023
    Willingness to Participate Pilot Grant
    Non-English speaking communities in research

    Pilot grant to conduct a community-based participatory research project to improve inclusion of non-English speaking communities in clinical and translational science.

Role: Co-I

- Cooperative Agreement NU38OT000282 (PI: Waldron, site PI Miller)   9/1/2021-8/31/2022
    Centers for Disease Control and Prevention
    Improving Services for Women and Children During a Pandemic

    We are conducting interviews with multiple stakeholders (IPV advocates, child protective service frontline workers, coalition leaders) to understand the impact of the COVID-19 pandemic on IPV and child abuse.

    Role: Consultant

- University of Pittsburgh Clinical and Translational Science Institute   8/1/2021-7/31/2022
    Vaccine Disparities Pilot Grant
    Vaccine equity for immigrant and refugee communities

    Pilot grant to conduct a community-based participatory research project in multiple languages to understand the COVID-19 vaccination experiences of immigrant and refugee communities in Pittsburgh.

    Role: Consultant

Conference Presentations and Invited Lectures/Workshops
2024:
- *Ai x Design: Working with Emerging Media,* Lehigh University, Department of Journalism and Communication, Bethlehem, PA.
- *Values, Media Design, and Social Practice*, Immersive Media Program at Chatham University, Pittsburgh, PA. Invited lecture.
- *Teaching Analog, Immersive, and Emerging Media*, Center for Innovation in Teaching and Learning (CITL) Symposium On Teaching and Learning, Bethlehem, PA

2023:
- *A Queer Archive of Care: performance, virtual reality, and public humanities tracing pathways of queer solidarity,* American Studies Association Annual Meeting in Montreal, Quebec. Panel presenter
- *Communicating Your Research with Plain Language Materials*, HEAL Connections Sharing Session, National Institutes of Health, panel presenter
- *Making the Future In and Out of the Classroom with Emerging Technology*, Lehigh University's XR Community of Practice. Invited Lecture.
- *Creating Exhibits that Showcase Archival and Special Collections: Serious Play and Immersive Media*, Society of American Archivists Annual Conference, Washington DC, panel presenter
- *Let's Collaborate: Facilitating Engaging Projects with Students* at the 'Keeping Archives Relevant in the Digital Age' Mid-Atlantic Regional Archives Conference, panel presenter
- *Serious Play Revisited*, Department of Cultural Sciences at Linnaeus University, Sweden
- *Queer and Trans Performance Aesthetics*, National Performance Network Annual Meeting, panel presenter
- *Knowledge Translation: Artistic Activism and Graphic Design,* School of Public Health, University of Pittsburgh, Invited Lecture

2022:
- *Moving Forward: Influencing Change Through the Fine Arts,* panel, Diversity Forum, the University of Pittsburgh Office of Equity, Diversity, and Inclusion and Pitt's Center for Creativity
- *Applying human centered design to examine the COVID-19 vaccination experience of immigrant and refugee communities in Pittsburgh,* Spark Design Summit, University of Pittsburgh Clinical and Translational Science Institute
- *Serious Play and Mediating Archives*, Department of Cultural Sciences at Linnaeus University, Sweden
- *Artistic Activism x Free the Vaccine,* School of Public Health, University of Pittsburgh

2021:
- *Artistic Activism in the Expanded Field*, SculptureX conference, Pittsburgh
- *Artistic Activism*, Herron School of Art + Design, Indiana University
- *Packing and Cracking: Performance and the Pandemic* at the Resilience, Resistance, Renovation, Rebirth Conference at Northern Arizona State University
- *Free the Vaccine: Creative Activism for Healthcare Advocacy*, School of Health Sciences, Chatham University

Teaching Experience

Lehigh University - Media Design
Selected curriculum designed and taught, 2023 - Present

THTR 097/DES 097/ART 097 -010: Media + Projection Design for Performance. SPRING 2023
In "Media and Projection Design for Performance," students will embark on an immersive journey that seamlessly blends the realms of art, technology, storytelling, and theater. This interdisciplinary course explores the dynamic fusion of visual media, digital media technology, and live performance to create unforgettable theatrical experiences.

Through a combination of theory and hands-on practice, students will delve into the intricacies of media and projection design, understanding how these elements can shape narratives, evoke emotions, and transform stages into captivating worlds. This course goes beyond conventional boundaries, encompassing a wide spectrum of multimedia elements, including video, interactive media, live-camera systems, various animation techniques, and media system engineering design.

THTR 090-010: Making the Future: Analog, Immersive, and Emerging Media. Fall 2023
This First Year Seminar explores how analog, digital, virtual, immersive, and emerging media help us understand and create the world around us. Operating with a broad definition of how these media (technologies) function, students will survey a wide variety of mediums and workflows through short, iterative design projects that ask questions such as: What will the future look like? How can I traverse the media-landscape of tomorrow? How can I be involved in shaping the ways that culture, media, and technology intersect?

In this class, we will explore the methodologies of performance, game design, serious play, social practice, and design thinking. We will rotate through a variety of media mediums that include TTRRPG (tabletop roleplaying games), social media, projection mapping, Augmented reality (AR), Virtual Reality (VR), Artificial Intelligence (AI) tools, and Meme-making. Students will engage in readings, discussions, workshops, and creative design projects to jump right into the process of taking ideas into action.

THTR 095/DES 095/ART 095 -010: Immersive Design: 3D World Building and Digital Interaction. SPRING 2023

In "Immersive Design: 3D World Building and Digital Interaction," students will embark on a captivating journey into the realm of Immersive Media Design. This multidisciplinary course immerses participants in the methodologies of crafting immersive environments that blend art, technology, and storytelling. The course explores 3D interfaces and user experience design in diverse contexts, including Game Design, Virtual Reality (VR), and Music Videos. We will leverage a rich toolkit of 3D, immersive, programming, and game engine software and hardware. Our primary foundation will be Unity, the industry-standard platform for game and interactive content creation. Additionally, students will have the opportunity to explore an array of cutting-edge tools and technologies, including Cinema 4D for advanced 3D modeling, creative coding for interactive artistry, Meta Quests for VR experiences, and 3D scanning and photogrammetry technologies. Our project-centered approach draws inspiration from diverse sources, including game design workflows, theatrical worldbuilding principles, site-specific artistry, critical cartography, Land Art, and contemporary design aesthetics and practices.

Chatham University - Immersive Media

The Bachelor of Arts in Immersive Media (IMM) is an interdisciplinary program that equips students with knowledge of virtual reality and augmented reality technology, architecture, 3D modeling, game development engines, writing, and design thinking to prepare them for careers in immersive media creation. Students will blend industry-standard design practices and artistic methods with cutting-edge technology to create experiences in gaming, architecture, software, entertainment, research, and a variety of other industries and intersecting fields.

Selected curriculum designed and taught, 2020-2023

IMM 455 - Studio V: Ethics and Access
In this class, students explore the ethical and access(ibility) issues surrounding immersive technologies through the design and development of immersive experiences. They will also do this through traditional academic methods of research and writing. These design practices and written explorations will be grounded in Disability Studies; Meta-, Normative, and Applied Ethics; theories of politics and power around questions of access; and questions about the future and its relationship to technology. The immersive experiences created by students will be grounded in Augmented Reality (AR) technologies designed with interaction engine softwares and implemented on mobile devices.

IMM 370 - Studio III: Serious Play
In this class, students explore the concepts of (serious) play, pedagogy, training and simulation, game design, and social practice in relation to immersive technologies through the design and development of immersive experiences. Such connections will be studied by analyzing everyday situations of gamification and play, as well as through iteration based on user feedback. Students will learn to ground their decisions and processes based on design, physiological, theoretical, and archival research practices. The immersive experiences created by students will be grounded in Augmented Reality (AR) technologies, Virtual Reality (VR) technologies, and real-time projection mapping and design.

IMM 310 - Studio II: 3D Architecture and Environments
In this class, students apply knowledge gained from introductory Immersive Media courses to create and design immersive environments informed by architectural theory, site-specificity, critical cartography, Land Art, and contemporary design aesthetics and practices. This course will leverage a variety of 3D, immersive, and game engine softwares and hardwares. Student work will be implemented in individual and collaborative projects. This course concludes student preparation for study in advanced Immersive Media studio classes.

IMM 220 - Studio 1: 3D Interfaces & User Experience
In this class, we will investigate 3D interfaces and user experience design for immersive media situations. Students will engage in an iterative design process involving storyboarding, playtesting, and further contextualization with readings on

immersive design and media theory. These strategies will be implemented in individual and collaborative projects in the game engine Unity. Students will advance their technical knowledge of these and related softwares by building on skill sets established in IMM 1 and IMM 2. At the end of this course students will have the resources to design and prototype immersive experiences in both a conceptual and hands-on manner.

IMM/IAR 675 - Independent Study: Storytelling and Virtual Spaces
In this class, I work with graduate architecture students to help incorporate Immersive Media (AR/VR/XR) technology into their own design practices and research.

IMM 303 - Internship in Immersive Media
In this class, I work with students to prepare them for career opportunities outside of the university and help mentor them through finding and pursuing their first internship in the field. Students have worked at creative marketing agencies, game design summer camps, Carnegie Mellon's Entertainment Technology Center, Game design studios, Robotics research facilities, in healthcare research, The Kelly Strayhorn Theater and other performing arts venues, and NASA.

Carnegie Mellon University

Special Topics in Drama: Critical Theory and Performance
Fall 2019 - Instructor

Course Overview: What is critical theory? In this introductory class, we will investigate how the frameworks and methodologies derived from theories are useful in discussing and making art. The goal of this class is for students to learn the skills necessary to engage with the larger theoretical discussions bound up with contemporary performance, media, and art practices. This will be achieved through a mix of reading, writing, discussion and artmaking. This class will approach the broad topic of critical theory through four units, which attempt to look at issues and related art across time: (1) Media and Technology; (2) Contemporary Performance; (3) Protest and Politics; and (4) Late Capitalism and Precarity. Come get excited about theory and let's make it more accessible together. ART! This course was designed and taught by me in the Fall of 2019.

Video & Media Stagecraft
Fall 2017 to Spring 2019 - Instructor

Course Overview: The Stagecraft Video & Media section serves as an introduction to video & projection technology and design as it applies to the world of theatrical productions and live entertainment. Students will learn the fundamentals of video signals and how these signals are distributed in theatrical and live entertainment systems as well as some of the underlying optical, photographic and technological principles at work in cameras, projectors and displays. Students will also get a basic introduction to some of the software tools used for video editing, animating and compositing for playback and interactive manipulation of video cues. Additionally, I added a section to this course introducing students to creative coding through drawing with p5.js.

Mediated Reality
Spring 2020 - Teaching Assistant

Course Overview: This course is an advanced studio course that investigates the potential applications of mediated-reality technologies and location-based interactivity for live performance (broadly defined). Several technical and cultural trends are converging — trans-media storytelling, gamification, locative artworks, augmented reality and powerful portable media devices — creating opportunities for artists and designers to create experiences that merge live performance with digital information, imagery and 3D visualizations in low-cost and widely distributable formats (e.g. apps).

The course places this technological experimentation in the context of 1970's Land Art, Happenings, Performance Art and the unresolved theoretical issues emerging from this rich period in American history - site specificity, competing definitions of "community," the effects of media and representation, audience/performer dynamics and the nature and limits of the art work. Reading discussions, site visits and presentations from outside experts (CMU faculty, visiting artists), will introduce students

to a range of relevant topics, disciplinary/creative perspectives, and potential avenues for investigation. Specific areas of focus will include Pittsburgh history, local ecological dynamics, labor history and the effects of technology on the landscape and lives of Pittsburgh's population.

Staging Media

Spring 2019 - Teaching Assistant

Course Overview: Staging Media is a practical, process-oriented class, focused on building the skills to go from a conceptual design to an actual completed show. These processes are however placed in the context of Modernism in general and the histories of several art/performance movements considered Avant Garde. The goal is for students to begin to build an idea of how contemporary methodologies and aesthetic goals emerged culturally and how audiences and the broader culture has changed over the last 150 years. Assignments cover how to create, rehearse with and stage meaningful media designs. Through real-world examples, students will learn the best practices for bringing their designs to life.

Professional Memberships

New Media Caucus
Contemporary Performance Network (contributor)
Association for Computing Machinery (ACM)
      ACM SIGGRAPH
The United States Institute for Theatre Technology (USITT)
Theatre Communications Group (TCG)
College Art Association (CAA)
Design Research Society
Network of Ensemble Theaters (NET)
American Studies Association

University Service at Lehigh University

Season Selection Committee	Department of Theatre	AY 2023-2024
CITL Symposium on Teaching and Learning - presenter	University	
Guest Lecture for Lehigh XR Community of Practice	University	
Departmental Awards Ceremony Planning Committee	Department of Theatre	
CAS Admissions event panel participant	College of Arts and Sciences	
Faculty Usher, Spring Commencement	Interdisciplinary	

University Service at Chatham University

Gender and Sexual Violence Prevention Commitee (2021-2023)
Academic Integrity Committee (2021-2023)
Faculty Advisor to the Drama Club (2020-2023)
Faculty Advisor to the Queer Student Association (2021-2023)

New Media/Digital Media Proficiencies

Below is a list of media practices, programs, and proficiencies I use in my work. When I teach digital media, I look to where the technology was developed and the related, past processes that came before (i.e. camera obscura, woodblock printing, film photography); what biases might exist in their history; and how they can be applied to emerging media situations (i.e. social media, data analysis, performance, interdisciplinary contexts).

New Media: game design engines (Unity, Unreal), virtual and augmented reality development, ARENA XR and other WebXR technologies, Arduino, experimental capture technology (current emphasis on various depth capture technologies), interaction design, web and app development, data storytelling, Spark AR Studio + Lens Studio, Collaborative project pipeline for New Media (Plastic SCM, Unity Teams, GitHub), various Ai image tools and work, audio, and animation design softwares + workflows.

Live programs: TouchDesigner, Millumin, Isadora, Watchout, Disguise/D3, Qlab, Lightwright, Vectorworks, Max/MSP, live camera systems, Syphoner, Zoom, OBS, custom real-time digital/internet performance solutions

Visual/Graphic: Adobe Photoshop, After Effects, InDesign, Illustrator, Shaders

Coding: C#, Python, p5.js, javascript, Processing, java, GLSL, ISF, A-Frame

3D Animation: Cinema 4D, Maya, Blender, Adobe Fuse, MakeHuman

Video: Adobe Premiere, FinalCut Pro, live camera capture (video art, studio settings, green screen studio, corporate and concert IMAG), interview + documentary documentation

Audio: Adobe Audition, Audacity, Logic, Hindenburg, Pro Tools, podcast creation and production, music-making practice

Design: Miro, Human Centered and Community Centered Design methodologies, Game Design, UX design processes, story mapping, storyboarding, wireframing, media-ecosystem strategy

Technical: lighting console programming (Hogs and ETC), advanced video/media engineering, advanced lighting technician, audio engineering, advanced networking and OSC signal control, NDI and virtual video engineering, basic carpentry and props creation.

Related Professional Experience
Michael Stiller Design - Accenture Innovation Center - Accenture Corporate Headquarters, Chicago - DEC, 2022
- Interactive Video, Media, and Software Designer for interactive light and media permanent installation.
- [Project discussed on panel by Michale Stiller](#) at Frame:Works:Los Angeles
- Software Demo [at link](#)

Production Manager and Event Lighting Designer with Atlas Stageworks Lighting (2015-2017)
- Responsibilities included implementing and designing events ranging from small gatherings to large conferences. Ranging in resources from DIY to corporate. This also included client interface and site visits, budgeting and crew organization, as well as creative research.

Co-coordinator and producer of WXYC Reports (2014-2016)
- a monthly experimental, radio-documentary program (wxyc.org).

Lighting Electrician at Playmakers Repertory Theater Company (2009-2013)