



Dr. Jesse Allison

Interactive Media Artist | Sonic Artist | Inventor | Hybrid Worlds Media Theorist

Associate Professor of Experimental Music & Digital Media – LSU School of Music

Researcher in Cultural Computing Focus Area – LSU Center for Computation & Technology

Associate Director of the LSU STEM Pathway in Digital Design & Emergent Media – LSU Cain Center

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Profile

Associate Professor and coordinator of the Experimental Music & Digital Media program at LSU. Holding a joint appointment in the School of Music and the Cultural Computing focus area of the Center for Computation & Technology, my position functions as a research and collaboration catalyst into ways that technology can expand what is possible in the arts. As an artist, my work and research has been disseminated around the globe through live performance art, interactive installations, virtual and hybrid worlds installations, publications and presentations.

For examples of all of my work visit: portfolio.allisonic.com | emdm.lsu.edu

Among current priorities are the composition of works exploring artistic uses for extended computer control, developing new interactions with and through technology, and teaching others to become pioneers in the field of interactive sonic art. Please see the Papers, Installations, and Industry Experience sections below for a partial list of work in this area.

In collaboration with the LSU Cain Center for STEM Literacy, I developed the statewide STEM Pathway in Digital Design & Emergent Media which provides students and teachers across Louisiana the curriculum, training and experience integrating creativity with technology to make new media works. lsupathways.org

Formal Education

Doctor of Musical Arts in Composition – 2010

Area of Concentration in Electronic Music

University of Missouri-Kansas City

Master of Music in Composition – 2002

University of Missouri-Kansas City

Bachelor of Music in Composition – 2000

Washington State University

Teaching



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Academic – Teaching

Associate Professor of Experimental Music & Digital Media — 2010-present

Tenure Granted in 2016

College of Music & Dramatic Arts (CMDA) and the Center for Computation & Technology (CCT)

Louisiana State University, Baton Rouge, LA

As coordinator of the Experimental Music & Digital Media program (EMDM), I have focused on establishing an international presence for the program both as a research hub and as an artistic outlet. EMDM has developed collaborative interactions with areas where sound and technology intersect: at LSU — HCI, Digital Music Instruments, networked performance systems with Computer Science and Engineering, data sonification and eco-acoustics with the sciences, digital art and mass communications; in industry — mobile computing, consumer audio devices, and video game industry; and society — concerts, performances, festivals, maker-faires, and K-12 STEAM education. Our graduate program is remarkably productive with student art works and research being performed, exhibited, and presented around the globe. We support the Digital Media Arts & Engineering Minor program through which many of our undergraduate courses are available to students across the campus. We have expanded our program with an undergraduate degree, the Bachelor of Arts in Music with a concentration in Experimental Music & Digital Media. We also maintain a very active exhibition presence putting on an average of 10 concerts and events each year.

Courses Taught

- MUS 2745/3745 – Intro to Computer Music (oversee graduate teaching assistants)
- MUS 2745 sec 201 – Intro to Computer Music (Special section for Dual Enrollment students from Louisiana High Schools)
- CSC 2463 – Programming Digital Media (both teaching and overseeing graduate teaching assistants from 3 different colleges)
- CSC 2700 – Special Topics in Programming Digital Media (special section for Dual Enrollment Students at Louisiana High Schools)
- MUS 4270 – EMDM Ensemble (Performing ensemble for the Laptop Orchestra of Louisiana, the LOLs)
- MUS 4745 – Computer Music (Digital Signal Processing and Programming in Max)
- MUS 4747 – Mobile Music (examining mobility in music through historical advances in technology)
- ART 4059 – Digital Media Minor Capstone (Co-taught with the College of Engineering)
- MUS 4901 – Basic Techniques of Audio Recording (Co-taught with Recording Engineer Bill Kelley)
- MUS 7745 – Advanced Computer Music (topics include Augmented Instrument Design, Digital Musical Instruments, Advanced Signal Processing, Human/Computer Interactivity and Immersive Audio)

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Synaesthesia Performance



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- MUS 7746 – Seminar in Experimental Music & Digital Media (topics have included Mobile Music, Composing for Laptop Orchestra, Network Art and Music, Advanced Programming in Max, Machine Learning and Neural Networks, and XR Performance)

- MUS 7747 – History of Electroacoustic Music

Research and Applied Courses Taught

- MUS 3153 – Undergraduate Applied Electroacoustic Music
- MUS 7053 – Graduate Applied Electroacoustic Music
- MUS 3997 – Directed Studies in Music
- MUS 7997 – Individual Projects in Music
- MUS 9000 – Dissertation Research
- MUS 9001/9010 – Doctoral Recital/Doctoral Lecture Recital

Dissertation & Theses Advising

Committee member for 22 Doctoral Dissertations (Primary Advisor for 12 completed dissertations, 7 more dissertations in process), 4 Masters Thesis, and 5 Honors/ Undergraduate Thesis. emdm.lsu.edu/research/



Laptop Orchestra of Louisiana (LOLs)

- Advisor for Mathew Bardin, "CYBERINET: INTEGRATED SEMI-MODULAR SENSORS FOR THE COMPUTER-AUGMENTED CLARINET," doctoral dissertation in EMDM, August 2023.
- Advisor for Austin Franklin, "PnP Maxtools: Autonomous Parameter Control in MaxMSP Utilizing MIR Algorithms", doctoral dissertation in EMDM, December 2022. https://digitalcommons.lsu.edu/gradschool_dissertations/6025/
- Advisor for William A. Thompson, IV, "Creating Musical Scores Inspired by the Intersection of Human Speech and Music Through Model-Based Cross Synthesis," doctoral dissertation in EMDM, May 2022. https://digitalcommons.lsu.edu/gradschool_dissertations/5876/
- Advisor for Tate Carson, "Using Distributed Technology to Make Music in the Time of the Attention Economy", doctoral dissertation in EMDM, May 2021. https://digitalcommons.lsu.edu/gradschool_dissertations/5576/
- Advisor for Matthew Blessing, "Living Room Orchestra: Designing Embedded Furniture as a Family of Electronic Musical Instruments," doctoral dissertation in EMDM, May 2021. https://digitalcommons.lsu.edu/gradschool_dissertations/5522/
- Advisor for Chase Mitchusson, "Indeterminate Sample Sequencing in Virtual Reality," doctoral dissertation in EMDM, May 2020. https://digitalcommons.lsu.edu/gradschool_dissertations/5381/
- Advisor for Anthony Marasco, "Bendit_I/O: A System for Extending Mediated and Networked Performance Techniques to Circuit-Bent Devices," doctoral dissertation in EMDM, May 2020. https://digitalcommons.lsu.edu/gradschool_dissertations/5343/



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Laptop Orchestra Live Coding

- Advisor for Cadence Holmes, "Mobile Music Development Tools for Creative Coders," doctoral dissertation in EMDM, May 2019. https://digitalcommons.lsu.edu/gradschool_dissertations/4935/
- Advisor for Christopher McCardle, "A Rhythmic Transcription and Spectral Analysis of Luciano Berio's Thema (Omaggio A Joyce)," doctoral dissertation in Composition, May 2018. https://digitalcommons.lsu.edu/gradschool_dissertations/4556/
- Advisor for Kathleen Winn, "Music Reading For Everybody: Notation for Laptop Music Making," doctoral dissertation in EMDM, May 2019. https://digitalcommons.lsu.edu/gradschool_dissertations/4928/
- Co-Advisor for Andrew Pfalz, "Generating Audio Using Recurrent Neural Networks," doctoral dissertation in EMDM, May 2018. https://digitalcommons.lsu.edu/gradschool_dissertations/4601/
- Advisor for Yeamin Oh, "Audio-Based Visualization of Expressive Body Movements in Music Performance: An Evaluation of Methodology in Three Electroacoustic Compositions," doctoral dissertation in EMDM, May 2014. https://digitalcommons.lsu.edu/gradschool_dissertations/3880/

Select Teaching & Learning and Educational Training

- 2023 LSU Faculty Colloquium on teaching with guest José Bowen "Teaching Change: How to Develop Independent Thinkers Using Relationships, Resilience, and Reflection"
- 2023 Louisiana Digital Libraries Digital Humanities Workshop, textual analysis
- 2023 SEC Generative AI Panel discussion
- 2023 Symposium on AI - Sile O'Modhrain speaker
- 2023 Workshop on Scientific Computing - Python and Generative AI
- 2022 Ableton Music Educators Symposium
- 2022 Women in Music Computing Panel

Program Development



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Academic – Program Development

Selection of Significant Activities

- With Fulbright fellow Carlos Román, founded the **EcoSystemic Sound Lab**, a research and creative art initiative into sonification/musification through human/computer interaction, large datasets, machine learning and AI in the creation of intermedia works.
- **Co-producer** of the **2015-2019 Red Stick International Festival** held in downtown Baton Rouge and at the LSU Digital Media Center. The creative-technology inspired festival had a maker fair, workshops, live-computer music and video processing performance, sonic art installation exhibition, kid's lab, animation festival retrospective, movie screenings and more, drawing over 1000 participants through the weekend.
- **Conference Chair** for the **2015 International Conference on New Interfaces for Musical Expression (NIME2015)** hosted at Louisiana State University. The conference hosted 250 attendees, a month long sonic art installation exhibition, 6 concerts, papers, posters, demos and keynotes.
- Co-director of the Laptop Orchestra of Louisiana (LOLs) and the Louisiana Mobile App Orchestra (LMAOs). We have performed at the Manship, Shaver and Digital Media Center Theaters, the LaTeX Festival, the Louisiana Art & Science Museum Planetarium, EBR Public Library, Maker Faires, on tour in Alabama and Georgia, and hosted the first International Symposium on Laptop Ensembles and Orchestras.
- Spearheaded the Mobile Computation focus of the CCT, teaching more than 100 participants in the **iOS Bootcamp** from 2011-2014 and coordinated the **Mobile [App | Art | Action] Group (MAG)** including a monthly meeting, development workshops, app-a-thon, guest speakers, open lab development time, and other events. In 2012 we took on the topic of location awareness through iBeacon technology.
- The **NexusUI toolkit** an open-source javascript library for browser based user interaction has developed from my research and creative endeavors in distributed performance systems. In 2014 the toolkit was reviewed by Create Digital Music, Hacker News, Web Audio Weekly, and Synthtopia, receiving 20-40 users daily on average as of December 2014, totaling 18,000+ page views and **11,000+ unique users in 2014**. **nexus-js.github.io/ui/**
- Created the **LSU STEM Certification Pathway in Digital Design & Emergent Media**, offering high school curriculum in interactive digital media practice and a Summer Institute for teachers to learn coding, project based learning practices, and digital storytelling skills for teaching pathway courses. This is a joint effort of the Louisiana Department of Education, Lee MHS, and faculty from Louisiana State University's Gordon A. Cain Center

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Cinema for the Ears Concert 2013



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for STEM Literacy, College of Engineering, College of Science, School of Art, School of Music, and the LSU Center for Computation & Technology. In developing and managing this program, I represent the School of Music, CCT, Computer Science, and the College of Art & Design as well as the LSU College Readiness program through Dual Enrollment. Since state Board of Education approval in summer of 2018, this program already reaches dozens of teachers and hundreds of students. <http://lsupathways.org>

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- Founded the **EMDM Academy** outreach program to integrate the arts and STEM disciplines (STEAM) for primary through pre-college students. Outreach activities have involved the St. Luke's Episcopal Middle School, Lee High Digital Media Magnet, Louisiana Art & Science Museum Engineering Day, East Baton Rouge Public Library Maker Faire, Kenilworth Science & Technology Middle School, Livingston Parish Technology Center, and many more.
- Maintain an active public relations role for LSU, the CMDA and CCT. Much of this revolves around the integration of STEM with sonic arts which is an intriguing combination to many. Among many other meetings with individuals and visiting groups, a sample of these activities contains: Interviews with WAFB, WGMB and WVLA, DIG Magazine, 225 Magazine, the Jim Engster Show on PBS, Nola.com, hosted and presented at ORED's Science Café events, Coordinated and ran EMDM, CCT, and MAG outreach efforts at National Audition Day, LSU TechFest, Fall Fest, visiting students to the CCT including Scotlandville Magnet, 4-H, Alice in Computationland, and coordinated the NSF Research Experiences for Undergraduates program in Computation from 2014-2018.
- Developed industry ties including local game companies **Electronic Arts** and **Pixeldash Studios**, and a relationship with **PreSonus**, an innovative pro-audio company based in Baton Rouge. We have collaborated on EMDM Academy outreach, events, and meetings about various research topics and potential R&D overlap.
- Media Interaction Laboratory & Library (MILL) - Established the MILL as part of the Cultural Computing focus area supporting research in the area of physical computing, functioning as a library for human-computer interfaces, and ultimately enabling the production of interactive art. The lab was established in the Spring of 2011 and is used to teach the MUS7745 Advanced Computer Music topics class, has enabled many interactive sonic art instruments and pieces, and been the hub for much of the EMDM research activity.
- Host a number of guest artists, composers, and researchers each year including: Pamela Z, Margaret Schedel, Konstantinos Karathanasis, Rebecca Fiebrink, Jon Christopher Nelson, Rick Snow, Vanissa Law, Daniel Lentz, Timothy Place, Paul Rudy, Domenico Vicinanza, and Eric Lyon.



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- Selection of **Trans-disciplinary activities:** Review Panelist for courses in Digital Art, Interface Design and Technology, and the Digital Media Minor capstone; presentations and panels for 3 different TEDxLSU events, the Coastal Sustainability Studio, Science Café, Manship Centennial, and Baton Rouge Entrepreneurship Week; 25+ Hiring Committees including the Vice Chancellor for the Office of Research and Economic Development, Dean of the College of Music & Dramatic Arts, and Director of the Digital Media Arts & Engineering program; headed up a faculty task force for the enOvation Initiative, a collaboration between the students and faculty in CMDA and the College of Engineering.

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Intermedia Timeline at the Engaging
Technology Exhibit

Instructor of Music Composition & Theory, Electronic Music – 2005-2010

Ball State University, Muncie, IN

Teaching Interests included Acoustic & Electroacoustic Music Composition, Electronic Music Technology, Multimedia (including web design, computer images, and video/DVD work), Interactive Computer Art (including performance art, installations, and Sensor and Sensor Interface Design), Analysis of Electronic Music, Music Theory & Aural Skills, Form & Analysis, and Instrumentation/Orchestration. While there I mentored students who created, performed and presented their research/developments in interactive audio software and/or interactive computer controllers for extended instruments at the Student Research Symposium, including Mark Mayhew who was awarded the Undergraduate Excellence in Research Award with his surround sound panner hardware and software and went on to start his own business in interactive hardware.

- Human/Computer Interface in the Arts
- Electronic Music III – MaxMSP
- Advanced Interactive Software Development with MaxMSP & Jitter
- Acoustics
- Music Theory
- Composition - Acoustic, Electronic, and Interactive Performance Art
- ICOM 214 Digital Sound Design
- Established a grant funded Human Computer Interaction Lab in the Arts
- Digital Media Minor Curriculum Committee
- Co-faculty Director of the BSU Computer Lab 2005-2006

Educational Implementations and Materials Created

- Worked with Camille Geist on the integration of Music Technology into the Music Therapy degree.
- MUS 7746 Extended Reality XR Performance – created in collaboration with Derick Ostrenko, this co-taught class covered Unreal, Interactive computer coding, OSC and the development and implementation of large group XR Projects within the XR Studio, **XR**



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Performance Exhibition, Dec. 2, 2022, ***presentation to industry panel from Moment Factory*** – [2022 Course Materials Website](#)

- MUS 7745 Immersive Audio - [2023 Course Materials Website](#)
- CSC 2463 Programming Digital Media – [2022 Course Materials Website](#)
- MUS 7747 History of Electroacoustic Music – [2022 Course Materials Website](#)
- MUS 4270 EMDM Ensemble – structured various years around topics in intermedia performance such as XR Performance, Live Scoring Silent Films, Live Coding, Net Art, Telematic Performance each requiring new media instruments, training materials, rehearsal strategies, and pieces composed or arranged for the ensemble.
- DDEM Summer Trainings - [2023 Summer Institute Website](#)
- Web Materials

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Research



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Academic – Research

Researcher in Cultural Computing Focus Area – LSU Center for Computation & Technology

2010-present

Co-Director of the RedStick International Digital Media Festival 2013-2019

As a researcher in the Cultural Computing Focus Area in the Center for Computation & Technology, I have focused on distributed performance systems and mobile computing, developing art related software and open-source frameworks enabling new forms of sonic art.

Since joining LSU in the Fall of 2010, I have been PI or Co-PI for over 4 million dollars in external funding for the college.

Publications and Conference Papers

Journals

1. Roberts, Charlie, Jesse Allison, Ben Taylor, Daniel Holmes, Matthew Wright, JoAnn Kuchera-Morin. "Educational Design of Live Coding Environments for the Browser," Journal for Music Technology in Education, special issue on Live Coding, 2015.

Conference Papers, Presentations, and Proceedings

1. Román, Carlos, Jesse Allison and Benjamin Dubansky, "Sonification of Bio-Signals from Fish Embryos: An Interdisciplinary Approach," Living in the Soundscape: From Cognitive to Cultural Approaches and Back, Multidisciplinary Avant Symposium, Katowice, Poland, June 2–3, 2023.
2. Ka Hei Cheng, Jesse Allison, "PhoeniX," Participant in the NIME Workshop on Mixed Reality, Mexico City, June 2023.
3. Allison, Jesse, "EMDM Online Concerts in the Pandemic: [Bringing the Live to Live Streaming]," Web Audio Conference, WAC-2021, July 5–7, 2021, Barcelona, Spain.
4. Allison, Jesse, and Derick Ostrenko. "Opening the Dragon's Den: Interactive Welcome to Baton Rouge Entrepreneurship Week." 2019 Web Audio Conference, Norway.
5. Marasco, A., Berdahl, Edgar, and Jesse Allison, (2019). "Bendit_I/O: A System for Networked Performance of Circuit-Bent Devices," New Interfaces for Musical Expression.
6. Marasco, A., and Jesse Allison, (2019). "Connecting web audio to cyber-hacked instruments in performance," Web Audio Conference, Norway.
7. Pfalz, A., Edgar Berdahl, and Jesse Allison, (2018). "Using Recurrent Neural Networks to Dream Sequences of Audio," International Computer Music Conference.
8. Mitchusson, C., Jesse Allison, (2018). "Lost In Space: Indoor Localization for Virtual Environment Exploration," (vol. 2019). Berlin: Web Audio Conference.

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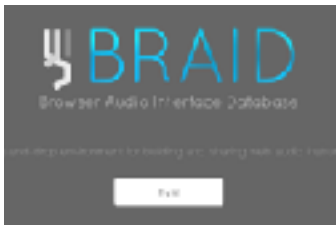
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BRAID interface – part of the NEXUS distributed performance research



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Flickr Gettr – IUPUI Intermedia Festival

9. Marasco, A., Jesse Allison. (2018). "SoundSling: A Framework for Using Creative Motion Data to Pan Audio Across a Mobile Device Speaker Array," (vol. 2019). Berlin: Web Audio Conference.
10. Allison, Jesse, Cellucci, V., Ostrenko, D. (2018). "Creative Data Mining Diamonds in Dystopia," Media-N, 13(1). <https://iopn.library.illinois.edu/journals/median/article/view/6>
11. Patterson, G., Pfalz, A., Jesse Allison, (2017). "Neural Audio: Music Information Retrieval Using Deep Neural Networks."
12. Mitchusson, C., T Marasco, A., Allison, J. T. (2017). "Usage of Physics Engines for UI Design in NexusUI," Proceedings of 3rd Web Audio Conference, London, August 2017;80.
13. Allison, J. T., Ostrenko, F. W., Cellucci, V. (2017). "Active Server Roles for Extended Distributed Performance Complexity in Diamonds in Dystopia," Proceedings of 3rd Web Audio Conference, London, August 2017;80.
14. Allison, J. T., Ostrenko, F. W., Cellucci, V. (2017). "Diamonds in Dystopia," Proceedings of 3rd Web Audio Conference.
15. Berdahl, E. J., Blessing, M., Williams, M., Tan, P., Ullmer, B. A., Allison, J. T. (2017). "Spatial Audio Approaches for Embedded Sound Art Installations with Loudspeaker Line Arrays," New Interfaces for Musical Expression.
16. Taylor, B., Shanahan, D. T., Wolf, M., Jesse Allison, Baker, D. J. (2016). "reNotate: The Crowdsourcing and Gamification of Symbolic Music Encoding."
17. Allison, Jesse, Ostrenko, D., Cellucci, V. A. (2016). *Causeway*. Proceedings of 2nd Web Audio Conference.
18. Roberts, C., Jesse Allison, Holmes, D., Taylor, B., Wright, M., Kuchera-Morin, J. (2016). "Educational design of live coding environments for the browser," Journal of Music, Technology & Education, 9(1), 95-- 116.
19. Allison, Jesse, Holmes, D., Berkowitz, Z., Pfalz, A., Conlin, W., Hwang, N., Taylor, B. (2016). "Programming Music Camp: Using Web Audio to Teach Creative Coding," Proceedings of 2nd Web Audio Conference.
20. Taylor, Benjamin, Jesse Allison. "Gesture Capture, Processing, and Asynchronous Playback within Web Audio Instruments," 2015 International Computer Music Conference, University of North Texas, Denton, TX, September 25-October 1.
21. Taylor, Benjamin, Jesse Allison. "BRAID: A Web Audio Instrument Builder with Embedded Code Blocks," 1st Web Audio Conference, IRCAM & Mozilla, Paris, France, January 24-27, 2015.
22. Allison, Jesse, Edgar Berdahl, Lindsey Hartman. "Approaches to Experimental Music and the Challenges They Bring," presented as a guest lecture at the South East Music Library Association 2014 Annual Meeting, Baton Rouge, LA, October 3, 2014.



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23. Taylor, Benjamin, Jesse Allison, Will Conlin, Danny Holmes. "Simplified Expressive Mobile Development with NexusUI, NexusUp and NexusDrop," New Interfaces for Musical Expression 2014, London, United Kingdom, June 30-July 4, 2014.
24. Allison, Jesse, Daniel Holmes. "Mobile Music in the Classroom [STEM + Sonic Art = STEAM]," taught clinic at the Technology in Music Education (TI:ME/TMEA) National Convention in San Antonio, TX. February 13, 2014.
25. Allison, Jesse, Daniel Holmes. "EMDM Academy: STEM to STEAM," taught workshop at Society of ElectroAcoustic Music in the United States (SEAMUS) National Convention March, 29, 2014.
26. Allison, Jesse, Benjamin Taylor, Yemin Oh. "NEXUS: Collaborative Performance for the Masses, Handling Instrument Interface Distribution through the Web," New Interfaces for Musical Expression 2013, DaeJeon, South Korea, May 26-30, 2013.
27. Allison, Jesse, Benjamin Taylor. "Plum St: Live Digital Storytelling with Remote Browsers," New Interfaces for Musical Expression 2013, DaeJeon, South Korea, May 26-30, 2013.
28. Allison, Jesse, Christian Dell. "AuRal: A Mobile Interactive System for Geo-Locative Audio Synthesis," New Interfaces for Musical Expression 2012, Ann Arbor, MI, May 21-23, 2012.
29. Ulmer, Brygg, Chris Branton, Christian Dell, Alex Reeser, Cornelius Toole, Jesse Allison. "Reimagining the Research Poster," Computer Human Interaction Conference 2012, May 5-10, 2012, Austin, TX, USA.
30. Allison, Jesse. "Web Based Control of Mobile Ensembles," presentation at the Symposium of Laptop Ensembles and Orchestras, Baton Rouge, LA, April 17, 2012.
31. Ulmer, Brygg, Guillaume Ardaud, Christian Dell, Alex Reeser, Narendra Setty, Rajesh Sankaran, Cornelius Toole, Chris Branton, Jesse Allison. "Employing and extending mass-market platforms as core tangibles," Tangible and Embedded Interactions Conference 2012, Kingston, Ontario, Canada, Feb 19-22, 2012.
32. Allison, Jesse. "Distributed Performance Systems using HTML5 and Rails," Sum/Difference, Society of Electro-Acoustic Music in the United States Conference, Miami, Florida, January 22-24, 2011.
33. Allison, Jesse and John Fillwalk. "Extending Learning environments with Hybrid Worlds," 2010 UNC Teaching and Learning Technology Conference, April 2010.
34. Allison, Jesse and John Fillwalk. "Hybrid Worlds through Second Life," 2009 iDMAa Conference, Savannah, GA November 5-8, 2009.
35. Allison, Jesse, John Fillwalk, and Keith Kothman. "BSU [Un]wired: an Installation Interpreting Wireless Network Activity," SPARK Festival 2007, Minneapolis, MN February 26-28, 2007.



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Presentation by Dylan Burchett in our
Immersive Audio course 2023

36. Allison, Jesse and Timothy Place. "Teabox: A Sensor Data Interface System," 2005 International Conference on New Interfaces for Musical Expression, Vancouver, B.C., May 26-28, 2005.
37. Allison, Jesse and Timothy Place. "Teabox: A Sensor Data Interface System," International Computer Music Conference, Miami, Florida, November 1-7, 2004.
38. Allison, Jesse and Timothy Place, "SensorBox: Practical Audio Interface for Gestural Performance" 2003 International Conference on New Interfaces for Musical Expression, Montreal, Canada, May 22-24, 2003.
39. Allison, Jesse and Timothy Place. "Practical Interfaces for Gestural Sensing Devices," Sum/Difference, Society of Electro-Acoustic Music in the United States Conference, Arizona, March 13-15, 2003.
40. Allison, Jesse and Timothy Place. "Practical Interfaces for Interactive Electronic Works," Electronic Music Midwest, Lewis University, Romeoville, Illinois, December 5-7, 2002.

Internet Publications

1. Allison, Jesse. "Max/MSP at LSU," facebook page sharing code, music, and theoretical discourse generated in the MUS4745 Computer Music course, <https://www.facebook.com/pages/MaxMSP-at-LSU/142385152465837>
2. Allison, Jesse. "Human Computer Interface in the Arts," website presenting articles on how to implement microcontrollers and electronics in an art context, <http://hci.idiarts.net>.
3. Allison, Jesse. "Scaling Sensor Data: Using Op Amps to Condition Sensor Data," at Electrotap Articles, <http://www.electrotap.com/articles/opamps1.html>.
4. Allison, Jesse. "Scaling Sensor Data: Non-Inverting Op-Amps and Voltage Followers," at Electrotap Articles, <http://www.electrotap.com/articles/opamps2.html>.

Invited Panelist/Presentations/Workshops

- Invited to present collaborative research possibilities at the Provost's Research with Dr. Kyla McMullen - *Extending Reality – Recreating the Wave Field in XR*, April 2023.
- Keynote presentation "Creativity and Research," LSU Discover Day Undergraduate Research Symposium April 10, 2018.
- Allison, J. T. (Author & Presenter), Carson, T. (Other), Workshop on "Utilizing NexusHUB and Docker for Distributed Performance," 2018 Web Audio Conference, Technical University of Berlin, Germany. (September 2018).
- Allison, J. T. (Author & Presenter), Carson, T. (Presenter), Workshop on "NexusHUB Distributed Performance Workshop," New Interfaces for Musical Expression, Virginia Tech University, Blacksburg, VA, United States. (June 2018).
- Invited Lecture "Interactivity, hybrid worlds, and the space beyond games.," during *The Body Electric* Exhibition Opening at the Media Arts and Game Development Program, University of Wisconsin-Whitewater. (October 19, 2016).



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- Invited Lecture on *Acoustic Ecology, Mobile Music, and Hybrid Worlds* at Stony Brook University, September 19, 2013.
- Invited Lecture on *Sonic Intervention: Location and Music* at Brown University, September 21, 2013.
- Guest Panelist on *When Everything Becomes Media: Mobile and the Future of Expression* at the Marship Centennial. October 25, 2013.
- Panel member on *Digital Art and Technology* for the Baton Rouge Entrepreneurship Week, November 13, 2012.

Editorial, Referee, and Book Proposal review

- Steering Committee, International Conference on New Interfaces for Musical Expression, Baton Rouge, LA. (June 2014 - 2019).
- 2017 Program Coordinator, Electric LaTex Festival, Baton Rouge, LA. (October 27-28, 2017).
- 2017 Reviewer, Conference Paper, 3rd Web Audio Conference, London. August 21-23, 2017.
- 2017 Reviewer, Conference Paper, ACM Creativity and Cognition conference, Singapore. (June 27-30, 2017)
- 2017 Faculty Oversight of Student Run Event, National Student Electroacoustic Music Event, Baton Rouge, March 9-11, 2017.
- 2017 Reviewer, Conference Papers, New Interfaces for Musical Expression (NIME) Conference 2017, Copenhagen.
- 2017 Reviewer, Ad Hoc Reviewer, 2017 CoR Summer Stipend Award competition, Baton Rouge, LA.
- 2014 Conference on New Interfaces for Musical Expression Reviewer for the Art Program, December.
- Reviewer for the MIT Press on the book, *Interactivity for Mobile Music Making*, Fall 2014.
- 2014 Conference on New Interfaces for Musical Expression Meta-Reviewer for the Scientific Papers, University of London, Goldsmiths, United Kingdom, February 2014.
- 2015 Web Audio Conference co-hosted by IRCAM and Mozilla, Paper Review Committee, Paris, France, December 2014.
- Reviewer for 2 submissions to the 2013 Sound and Music Computing/Stockholm Music Acoustics Conference, May 15.
- Reviewer for 3 proposals for a special edition of *Organized Sound on Sonification*, Summer 2013.
- Symposium for Laptop Ensembles and Orchestras Paper Review Committee: reviewed 6 paper, demonstration, and workshop proposals, 2012.
- Symposium for Laptop Ensembles and Orchestras Music Committee: reviewed 15 works and was on the final selection committee, 2012



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Rehearsal during our 2022 XR Performance class

- Conference on New Interfaces for Musical Expression Paper Review Committee: reviewed 5 paper submissions, 2012.
- Conference on New Interfaces for Musical Expression 2011 Paper Review Committee: reviewed 5 paper submissions, 2011.
- Association for Computing Machinery (ACM) Computers in Entertainment (CIE) Paper Review of *Agrivillage: a Game to Foster Awareness of the Environmental Impact of Agriculture*, 2011
- Association for Computing Machinery (ACM) Computer Human Interaction (SIGCHI) Paper Review of *Lowering the Cognitive Load in Item Search and Pickup Scenarios*, 2011.
- Organized Sound Paper Review of *Depth Modulation: Composing Motion in Immersive Audiovisual Spaces*, 2011.

Virtual Worlds Research and Development Coordinator — 2005-2010

Institute for Digital Intermedia Art; Ball State University, Muncie, IN

Research and development of interactive intermedia art technology. Developed the founding documents of the Institute with John Fillwalk, the director, to define and found the Institute for Digital Intermedia Art with the development of the institutes' focus, formal design, programs, projects and direction.

IDIAA Human Computer Interface Lab - Established an HCI lab in the Ball State Music Technology Center focused on research of sensor interface and sensor technology, and the production of interactive art. The lab opened in the Spring 2007 for workshops and the first HCI class was taught in Fall of 2007 including a collaboration with the Muncie Children's Museum to update their Senses Exhibit with interactivity.

Significant Projects through the Institute for Digital Intermedia Art

- *Final Wisdom* - a collaboration with video artist John Fillwalk incorporating haptic feedback and a surround sound environment for the video work *Final Wisdom*. The piece used thermal video tracking and capacitive sensing to allow participants to touch video projected on to memory foam, controlling the piece and leaving their imprint on the work. Created for the exhibition at the Siggraph 2010 Art exhibition in Los Angeles.
- *Flickr Gettr* - a collaboration with video artist John Fillwalk in Second Life. The piece is a novel way of experiencing and traversing the online database of images at Flickr. Displayed at various galleries in Second Life, in a cave environment at Techfest Mumbai, and the IUPUI Intermedia Festival.
- Lead a team of students and staff that created the iDMAa 2010 conference system with mobile conference website, Microsoft Surface navigation system, rfid conference badge system, automatic twitter stations, and twitter visualizations. November 2010



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Still from *Sacred Centre*

- *Cerulean Waters* - a collaboration with video artist John Fillwalk tracking public movement, created for the dedication of the David Letterman Telecommunications Building at Ball State.
- *Intermedia Timeline* - Leading a project that interactively presents a timeline of Intermedia Artists for the *Engaging Technology* exhibit at the Ball State Museum of Art.
- *[Un]-wired* - A collaboration with John Fillwalk and Keith Kothman that visualizes and sonifies wireless network activity. It has been displayed at Ball State University, Electronic Music Midwest, the BSU Indianapolis Center, and at SigAsia in Singapore.
- *Trans[figure]: INDIANA* - A collaboration with video artist John Fillwalk that uses the motion of the observers to compose 4 juxtapositions of Urban and Rural satellite images. The work allows users to collaborate on creating images and sonifications.

Grant Activity

- Immersive Sound in XR Studio Production, 2023 Board of Regents Enhancement Grant, \$151,297 awarded June 2023.
- Not Funded: \$45k, 2023 IBM PhD Fellowship for Carlos Román
- Not Funded: \$18,170, "1805: A Virtual Theater for New Orleans", with Jeffrey M. Leichman, Shea Trahan, Graham Foundation Grant, March 2023
- Not Funded: \$64,340k, "Automatic Soundscape and Sound Design for Audio Books" Amazon Research Proposal, Nov. 2022
- Participation in the planning sessions and some development for the \$160M 2022 ELITE grant led by Andy Maas. The grant has been green-lighted for full proposal in July, 2023.
- Co-PI with Derick Ostrenko, Marc Aubanel, Isaac Pletcher, and Hye Yeon Nam, The Virtual Production Program at LSU - Training and Reskilling Future Filmmakers of Louisiana in Emerging Media 1.25M over 5 years to create an XR Studio (eXtended Reality) and create new courses for the system. My contributions: Year 1 system setup, Year 2 Virtual Performance, Year 3-5 Immersive Audio Research and Development, Year 4-5 XR production
- Neubrandner, F. M., Allison, J., Begat, V., Allegre, F., et. al, Improving Pre-Engineering and Computer Science Education through Micro-Credentialing, LA Department Of Education \$854,135 over 4 years, 2019.
- *Songform: re-mixing reality with physically spatialized audio*, Knight Foundation, \$100,000 not funded.
- *Coding Music for Decoding STEM in Louisiana Schools*, American Honda Foundation \$50,000 not funded 2019.
- Jesse Allison, Edgar Berdahl, LSU Student Tech Fee Grant, \$87087 awarded March 2018.



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- Neubrander, F. M., Allison, J., Harvey, C. M., Begat, V., Allegre, F., ***The Louisiana Education 2015-2019***, Baton Rouge Area Foundation | 01, awarded January 2015. **(\$490,000)**
 - ***Red Stick Festival Support***, through ORED, Arts Council of Greater Baton Rouge, Louisiana Technology Park, awarded 2016, 2017, & 2018. **(\$21,000)**
 - *REU Site: Interdisciplinary Research Experience in Computational Sciences*, Co-PI with Juana Moreno for the NSF Research Experiences for Undergraduates (REU) program at the Center for Computation & Technology (CCT), 2016-2019. (\$346,641)
 - *Lamar Manship Grant*, \$2000 in support of Red Stick International Festival and the NIME Conference, awarded May 2015.
 - *REU Site: Interdisciplinary Research Experience in Computational Sciences*, Co-PI with Juana Moreno for the NSF Research Experiences for Undergraduates (REU) program at the Center for Computation & Technology (CCT), 2013-2015. (\$324,972)
 - Louisiana Board of Regents Enhancement Grant in collaboration with Professor Lance Porter. *Mobile Media User eXperience Research Enhancement Grant (MMUX)*, for equipment to support mobile device initiatives across campus, awarded June 2013. (\$75,000)
 - Best Buy Children's Foundation grant for EMDM Academy Outreach awarded in August 2013. (\$9,700)
 - Board of Regents ATLAS grant for *Perception - a Sonic Art & Media Concert Utilizing Distributed Performance Systems*, awarded June 2011. (\$30,162)
 - BSU Enhanced Provost Initiative: Immersion Grant, *Human Computer Interface in the Arts*, Fall 2007 (\$9000)
 - Belger Art District, *Musical Palette*, Siggraph SigKIDS Conference, July 2003 (\$1,205)
 - Belger Art District, *Dialogue I: Abortion*, Opening of the Proof Positive Exhibit, October 5, 2001 (\$1000)
 - UMKC International Visual & Performing Arts Center, *Dialogue I: Abortion*, Work in Progress: "Creating a World of Art". September 15, 2001, (\$500)
 - Grant Writing Assistant for Dr. Paul Rudy resulting in 7 grants from the Mid-America Arts Alliance and UMKC for over \$10,000 to bring guest composers including Chou-wen Chung, Mario Davidovsky, Augusta Reed Thomas and others.
-

STEM Outreach



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Academic – STEM Outreach & Dissemination

Associate Director of the LSU STEM Pathway in Digital Design & Emergent Media – 2019-present

Digital Design Pathway in development since 2016
LSU Cain Center for College Readiness
Louisiana State University, Baton Rouge, LA

I have overseen the growth of K-12 outreach from our EMDM Academy events to the development of the Lee Magnet High Digital Media Academy curriculum and now the statewide **LSU STEM Certification Pathway in Digital Design & Emergent Media**. This work provides an avenue for Louisiana public schools to implement a high quality curriculum teaching computational skills through the lens of artistic expression. These are the digital media production skills required of nearly all jobs in the tech sector, as well as the soft skills required to do group project work, critical thinking, and hone creative practice to be productive and excel in our digital world. We are able to provide training support for all teachers of courses in this pathway and schools receive funding through the state for these certifications. In its pilot phases it is already reaching dozens of teachers and hundreds of students with broadening impact each year.

Reach

The LSU STEM Pathways including DDEM, Pre-Engineering, Computing, and Biomedical reached over 10,000 students through 156 active Teachers in 70 schools and 37 districts.

In the 2022-23 academic year, the DDEM program offered 11 courses across 21 schools, with more than 40 active teachers trained and 1400 students participating.

Curriculum

Courses were created modeled after the LSU Digital Media Minor providing exposure to many digital media types and the ways that they can be combined with coding to create new and interesting media. I worked on the curriculum and oversaw the development of each of these courses.

- Digital Storytelling
- Digital Image
- Motion Graphics
- Sound Design
- Basic Film & TV Production
- Advanced Film & TV Production
- Coding for the Web
- Programming Digital Media
- Video Game Design
- Interactive Digital Media Capstone

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LSU STEM Pathway in
Digital Design & Emergent Media



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- Intro to Esports

LaSTEM 2022 Annual Summit presentation of "**STEM Empowered Students and Agency in the Digital World**" along with students Treya Nash, Scott Nelson, William Thompson, Matthew Bardin and Erin Demastes, January 2022.

Grants & other External Funding

As the Associate Director of the DDEM Pathway I oversee a budget upwards of \$250k which is entirely funded through the activities of the program and grants. Income is created through the summer training for teachers (≈\$50k in 2023), contracts with school districts (≈\$120k in 2023), and per student income for providing courses that raise CTE and CDF funding for the schools (≈\$135k in 2023).

\$600k – **The Louisiana STEM Micro-Credential Project**, 2019-2023 – This project involved the development and testing of a set of micro-credentials intended to allow teachers to apply what they have learned through their STEM Pathway training to the classes they teach. The partners involved in this project included

- Louisiana Department of Education (LDOE)
- Louisiana State University (LSU)
- BloomBoard
- RAND Corporation

Neubrandner, F. M., Allison, J., Harvey, C. M., Begat, V., Allegre, F., LSUAM | **The Louisiana Education Grant 2015-2019**, Baton Rouge Area Foundation | 01, \$590000 proposed, \$490000 awarded. (January 2018 - Present)

Each year, graduate students are supported through these activities. Externships provide a Teaching Assistantship to a student where the teaching responsibilities are to teach DDEM courses at a local High School.

- Externships for Liberty Magnet and Denham Springs STEM Center for Scott Nelson, Dominick Licciardi, Justin Barnett, Andrew Farrar, and Erin Demastes, East Baton Rouge Parish School System, supporting assistantships of 23k, 23k, 23k, 24k and 27k plus tuition and F&A (2023)
- Externships for Liberty Magnet and Denham Springs STEM Center for Matthew Bardin, Treya Nash, Andrew Farrar, Scott Nelson and Erin Demastes, East Baton Rouge Parish School System, supporting assistantships of 20k, 20k, 20k, 24k and 27k plus tuition and F&A. (2022)

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Vision|Sight composition for Laptop
Orchestra, Eye Tracking, and Projection



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- Externships for Liberty Magnet and Denham Springs STEM Center for Matthew Bardin, Treya Nash, Scott Nelson, and Erin Demastes, East Baton Rouge Parish School System, supporting assistantships of 20k, 20k, 24k and 27k plus tuition and F&A. (2021)
- Externships for Liberty Magnet and Denham Springs STEM Center for Matthew Bardin, Tate Carson, Scott Nelson, and William Thompson, East Baton Rouge Parish School System, supporting assistantships of 20k, 20k, 20k and 27k plus tuition and F&A. (2020)
- Externships for Liberty Magnet and Denham Springs STEM Center for Matthew Bardin, Tate Carson and William Thompson, East Baton Rouge Parish School System, supporting assistantships of 20k, 20k and 27k plus tuition and F&A.. (2019)
- Externships for Liberty Digital Media Arts for Anthony Marasco, Tate Carson and William Thompson, East Baton Rouge Parish School System, \$72,900 awarded. (2018)
- Externships for Lee Digital Media Arts for Anthony Marasco and Tate Carson, East Baton Rouge Parish School System, \$48,600 awarded. (2017)
- Externship for Lee Digital Media Arts for Anthony Marasco, East Baton Rouge Parish School System, \$24300 awarded. (2016)

Sonic Art Activities



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Professional – Composition and Sonic Art Activities

Select Sonic Art and Installation Activity

2023

- *In Vivo, In Silico: Fundulus Gratis*, 16 channel 6'01", *High Voltage Concert* Feb. 2023.
- *No Peace* performed at the *Han & Heung Festival*, Baton Rouge, LA, Jan. 27, 2023.

2022

- Director of the Laptop Orchestra of Louisiana, "Reality Extended", concert of 7 world premieres of ensemble works of interactive digital and physical media, Oct. 31, 2022.
- *Dream Logos*, a physical theatre and multimedia performance at the Edinburgh Fringe Festival by Nick Erickson, Jesse Allison, C Touchet and LSU Students, Edinburgh, Scotland. August 5-19.
- *Diamonds in Dystopia*, Allison, Jesse, Derick Ostrenko, Vincent Cellucci, Association of Writers Conference, Philadelphia, LA, United States. April 2022.

2021

- *Aerial Glass* performed by Allison, Jesse, Austin Franklin, Nicholas Erickson, Paige Brown Jarreau, Web Audio Conference, WAC-2021, July 5–7, 2021, Barcelona, Spain.
- Performance of *Light Pushes Through*, a unique outdoor showcase performance of dance and physical theatre with newly composed live electronic music, live projections in a socially distanced grove of live oaks and Cyprus trees - Jesse Allison, Austin Franklin, Nicholas Erickson, Claudio Rivera, Paige Brown Jarreau, LSU Dance, LSU Physical Theatre, April 17, 2021
- Cinema for the Ears - Socially distanced concert in the Greek Theatre including 10.1 surround sound utilizing LSU's ICast Sound Diffusion system. Fixed media works with Live Sound Diffusion. Sept. 2021
- *Laptop Orchestra of Louisiana N-Dimensional Concert* – A concert exploring the concept of dimensionality in music composition, instrument design, and performance. Digital Media Center Theatre, Baton Rouge, LA, Nov. 2021

2020

- *Laptop Orchestra of Louisiana: Telematic Becomes Automatic*, a fully online, live telematic laptop orchestra concert, emdm.lsu.edu, Baton Rouge, LA, United States. Nov. 2020.
- *Laptop Orchestra of Louisiana: Concert of Telepresence*, a fully online, live Experimental Music & Digital Media concert, emdm.lsu.edu, Baton Rouge, LA, United States. Nov. 2020.
- *Cinema for the Ears Online*, a fully online, shared Experimental Music & Digital Media concert, emdm.cct.lsu.edu, Baton Rouge, LA, United States. Sept. 2020.
- CriticalMass|Media at the Breaux Symposium March 2020
- *Gravity | Density* performance by Jesse Allison & Anthony Marasco at the MoxSonic Festival in Warrensburg, MO, March 2020



- *Gravity | Density*, Jesse Allison & Anthony Marasco. online exhibition at the 2020 Conference on New Interfaces for Musical Expression, July 2020

2019

- *Gravity | Density* performance by Jesse Allison & Anthony Marasco at the Web Audio Conference in Trondheim, Norway, December 2019.
- *EMDM High Voltage Concert* with guest artist Amy Knoles Experimental Music & Digital Media, Digital Media Center Theatre, Baton Rouge, LA, United States. February 16, 2018

2018

- Allison, J. T., "City on a Hill," Boston Camerata performing with the Choir of the American Cathedral in Paris, Paris Philharmonie, Paris, France. (August 26, 2018 - September 14, 2018).
- Allison, J. T., Erickson, N. W., "Dream Logos," LSU Physical Theater, LSU, Edinburgh Fringe Festival, Baton Rouge, LA, United States. (July 2018 - August 2018).
- Allison, J. T., "Dream Logos," LSU Physical Theater, Shaver Theater, Baton Rouge, LA, United States. (April 26, 2018 - April 27, 2018).
- Allison, J. T., "EMDM Studio Recital," EMDM, Baton Rouge, LA, United States. (April 23, 2018).
- Allison, J. T., McCardle, C., "LSU Dance Recital," LSU Dance, Shaver Theater, Baton Rouge, LA, United States. (April 26, 2018 - April 27, 2018).
- Allison, J. T., "EMDM Immersive Audio Expo," Red Stick Digital International Festival, Digital Media Center Theatre, Baton Rouge, LA, United States. (April 26, 2018).
- *EMDM High Voltage Concert* with guest artist Amy Knoles Experimental Music & Digital Media, Digital Media Center Theatre, Baton Rouge, LA, United States. February 16, 2018

2017

- Allison, J., Ostrenko, D., Cellucci, V., "Diamonds in Dystopia," Jesse Allison, 3rd Web Audio Conference, Queen Mary University, London, United Kingdom. (August 20, 2017 - August 21, 2017).
- Schedel, M., Allison, J., "Marina," South by SouthWest, SxSW Conference, Austin, TX, United States. (March 2017).
- Allison, J., Ostrenko, F. W., Cellucci, V., "Diamonds in Dystopia," South by SouthWest, SxSW Conference, Austin, TX, United States. (March 2017).
- Allison, J., Ostrenko, D., Nam, H. Y., Parks, S., "Interactive Experiential Collaboration," Sandra Parks, LSU CxC TEDxLSU, TEDxLSU, Baton Rouge, LA, United States. (March 11, 2017).
- Allison, J., Ostrenko, D., Cellucci, V., "Diamonds in Dystopia," Divergent Exploration: Perspectives in the Digital Sphere, Arts Council of Greater Baton Rouge, Firehouse Gallery, Baton Rouge, LA, United States. (April 11, 2017 - April 30, 2017).
- Allison, J., "Sonic Construction," Jesse Allison, Arts Council of Greater Baton Rouge, Firehouse Gallery, Baton Rouge, LA, United States. (April 11, 2017 - April 30, 2017).

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Performance of Vessel of Meditation



- Allison, J., Ostrenko, D., "Innovation," Jesse Allison & Derick Ostrenko, Baton Rouge Entrepreneurship Week, Shaw Center for the Arts, Baton Rouge, LA, United States. (November 14, 2017 - November 16, 2017).

2016

- Causeway live interactive performance by Vincent Cellucci, Derick Ostrenko, and Jesse Allison at the **2016 Conference on New Interfaces for Musical Expression**, Brisbane, Australia. July 2016
- Bound by Digital Countries performed by Vincent Cellucci, Derick Ostrenko and Jesse Allison at **TEDxLSU**, Baton Rouge, LA, United States. March 2016
- Election Cycles performed by Jesse Allison and Nick Hwang at University of Wisconsin-Whitewater, Whitewater, WI, United States. October 19, 2016
- Unwavering interactive video work performed at Media Arts and Game Development Program (MAGD), University of Wisconsin-Whitewater, Whitewater, WI, United States. (October 19, 2016).
- Sustenance fixed media piece performed at Cinema for the Ears concert, January 25, 2016.
- Causeway interactive art installation presented at **Creative Connect BR**, Baton Rouge, LA, United States. (September 29, 2016).
- Causeway Installation interactive art installation by Vincent Cellucci, Derick Ostrenko, and Jesse Allison exhibited at The Helis Foundation, **Ogden Museum of Southern Art - Louisiana Contemporary**, New Orleans, LA, United States. (August 6, 2016 - September 18, 2016).

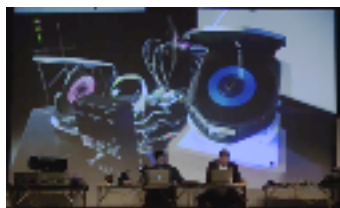
2015

- Nocturne for Glockenspiel & Computer, performed by Brett Dietz at the **International Computer Music Conference**, University of North Texas, Denton, TX, September 31.
- Jesse Allison Faculty Recital: **Digital Divide**, featuring world premieres of *A Conversation with Death* for electro-bluegrass, *Hexagonal* for Pitch Canvas iPad Quartet, *Krumpus* performed by Joseph Skillen on Tuba and Computer, *Causeway* interactive poetry collaboration with Vincent Cellucci & Derick Ostrenko, and *Contact* a collaboration with Sandra Parks for dancer, water, and interactive projection, LSU Digital Media Center Theatre, Baton Rouge, LA, September 24.
- *Nunc Dimittis* for SATB Choir, performed at St. Alban's Chapel Gala Concert, April 19.
- *Of Human Utterance: Humor* for digital media, performed at the Cinema for the Ears concert, LSU Digital Media Center, Baton Rouge, LA, February 23.
- *Traversal for Paris* for computer, mobile devices, and audience participation, performed at the **1st Web Audio Conference co-hosted by IRCAM and Mozilla**, Paris, France, January 27.

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Performance of Gravity | Density at the
Web Audio Conference in Norway

2014

- *Humming Mississippi* (Jesse Allison and Derick Ostrenko) an interactive installation sonifying and physically embodying data from the Mississippi River, exhibition at the **International Symposium on Electronic Arts**, New York University Abu Dhabi, October 26-November 8.
- *Humming Mississippi* (Jesse Allison and Derick Ostrenko) an interactive installation sonifying and physically embodying data from the Mississippi River, exhibition at the 2014 International Conference on **New Interfaces for Musical Expression**, University of London-Goldsmiths, London, UK, June 29-July 3.
- *What's in a Name* for digital media, performed at the Cinema For the Ears concert, Baton Rouge, LA, April 7.
- **Traversal for SEAMUS** for computer, mobile devices and audience participation, performed at the **2014 Society for ElectroAcoustic Music in the United States National Conference** Wesleyan University, Middletown, CT, March 29.
- *Divergence* for marimba and laptop orchestra, performed at **Earfest f(Glitch)** as a guest artist, Stonybrook University, NY, March 8.
- *Aberrations of Focus* projection on paper by Jesse Allison and Hali Dardar, exhibited at the Elevator Projects space opening, Downtown Baton Rouge, LA, February-March.
- Laptop Orchestra of Louisiana performance and parade at the *Krewe of Chewbacchus Sci-Fi Mardi Gras Parade*, New Orleans, LA, February 22.

2013

- *Humming Mississippi* (Jesse Allison and Derick Ostrenko) an interactive installation sonifying and physically embodying data from the Mississippi River, exhibition at the LSU Museum of Art "Right Here, Now" exhibition of faculty work, November 7-February 16, 2014.
- *Recombinant Features* for Pitch Canvas (iPad) performed by the Laptop Orchestra of Louisiana, Baton Rouge, LA, November 11.
- *Vision|Sight* for Laptop Orchestra performed by Jesse Allison, Ben Taylor and Yemin Oh at the **New Interfaces for Musical Expression** (NIME) 2013 International Conference, Daejeon, South Korea, May 29.
- *criticalMass|Media* for tenor saxophone performed by Griffin Campbell at the Society for ElectroAcoustic Music in the United States (SEAMUS) 2013 National Conference, St. Paul, MN, April 18.
- Cinema for the Ears Concert, Shaw Center for the Arts, Baton Rouge, Louisiana, March: Re-designed the iCast speaker system for a 49 speaker sound system, performed *Environmental Variables: Construction* for Fixed Media and Web Devices. March 1.

2012

- Faculty Recital "Colored Perspectives of Electronic Music", with world premiers of *Nocturne* for Glockenspiel & Computer, *Spin w/GUA* for GUA and Phonograph, and



Synaesthesia for LSU Girls Choir and iPad Instrument, and performances of *criticalMass|Media* for tenor saxophone, *Mouth Harp* for Harmonica and Computer, *Vessel of Meditation* for Singing Bowls and Computer, and *Vision|Sight* for Laptop Orchestra, LSU Recital Hall, Baton Rouge, LA, October 6.

- **Perception**, a series of groundbreaking works for Laptop Orchestra and mobile devices that allowed the audience to participate in the realization of the work. This marked the culmination of a Louisiana Board of Regents ATLAS grant supported research project developing the tools to make the performance possible. The Laptop Orchestra of Louisiana presented the piece for the first half of their gala concert at the Manship Theater. March 10.

2011

- **Vessel of Meditation** for computer and singing bowl, performed at the **2011 International Computer Music Conference** (ICMC), Huddersfield, UK, August 11.
- Diffused *Feeling* over the ICAST 27 speaker sound system, Cinema for the Ears Concert, Shaw Center for the Arts, Baton Rouge, Louisiana, February.
- Laptop Orchestra of Louisiana (LOLs) Southeast Tour, performances of *[Hello World]* for laptop orchestra, Various performances throughout Alabama and Georgia, Spring 2011

2010

- Cinema for the Ears Concert, Shaw Center for the Arts, Baton Rouge, Louisiana, October: Diffused *Sustenance* over the ICAST 27 speaker sound system.
- **Siggraph 2010** Los Angeles, California, August: Exhibited *Final Wisdom* as a surround sound-haptic immersive environment.
- **Techfest 2010** in Mumbai, India, February: Invited Artist to display *Flickr Gettr* as a realtime immersive environment.
- IUPUI Intermedia Festival in Indianapolis Indiana, April 15-17: *Flickr Gettr* in a cave environment.

before 2009

- SEAMUS 2009 Conference, Fort Wayne, IN, April 6: *Displaced Resonance*.
- iDMAa 2010, Ball State University Muncie, IN, November 5-8: *iDMAa Conference System*.
- **Siggraph Asia**, Singapore, December 5-10: *[un] wired*. 2008
- SEAMUS 2007, Ames, Iowa, March 12: *Sustenance*. 2007
- SEAMUS 2006 Conference, Portland, OR, March 30-April 1: *Mouth Harp*. 2006
- Agricultural Hall of Fame, Bonner Springs, KS, August 20 – October 10: *Harvest Moon: Fabric*. 2005
- **Center on Contemporary Art** (CoCA), Seattle, WA, June 10-12: **Harvest Moon: Fabric**. 2005
- SEAMUS 2005 Conference, Ball State University Muncie, IN: *Feeling*. 2005
- International Computer Music Conference, Miami, Florida November 1, 2004: *Mouth Harp*. 2004

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TED Talk at TEDxLSU

- Celebrating Kansas City Artistry, Wylliams/Henry Danse Theatre, Kansas City, Missouri, January 14, 2004: *Seeing Sound* live video processing with dance. 2004
- Electronic Music Midwest, Kansas City, Missouri, November 1, 2003: *Feeting*. 2003
- Composer's Guild Concert, Kansas City, Missouri, March 3, 2003: *UnFound Sound*. 2003
- Electronic Music Midwest, Romeoville, Illinois, December 5, 2002: *Mouth Harp*. 2002
- Arizona State University, Phoenix, Arizona, February 2002: *Quartet for Double Reeds*. 2002
- St. Olaf University, Northfield, Minnesota, May 15, 2000: *Revelation*. 2000
- International Choral Festival, Jihlava, Czech Republic, June 30, 2000: *To Die With Him*. . .

Awards and Honors

- **TEDxLSU Talk** Sandra Park, Derick Ostrenko, Jesse Allison, and Hye Yeon Nam presented *Reflection: an Interactive Experiential Collaboration* at TEDxLSU 2017 https://www.youtube.com/watch?v=Si_5czwdxiU&t=169s
- **LSU Rainmaker Award**: Emerging Scholar, LSU | Campus Federal Credit Union. (March 9, 2016).
- **TEDxLSU Talk** Vincent Cellucci, Jesse Allison and Derick Ostrenko performed *Diamonds in Dystopia* at TEDxLSU 2016 <https://www.youtube.com/watch?v=sVCpmvTHlgw>
- **TEDxLSU Talk** presented at TEDxLSU 2015 <https://www.youtube.com/watch?v=YXNO9N98rHc>
- BSU Enhanced Provost Initiative grantee – \$10,000 to establish a Human/Computer Interface lab and teach an immersive learning course in collaboration with the Muncie Children's Museum.
- UMKC Distinguished Dissertation Fellowship – tuition waiver, dissertation support, \$15,000 funding and \$500 in travel funds, April 2004.
- Musical Palette Sound Installation: Best Use of Multiple Senses at SigKIDS portion of SIGGRAPH 2003 Conference, July 2003.
- Preparing Future Faculty Fellowship, Teaching Assistantship, tuition waiver, and \$11,000/yr scholarship, UMKC 2002-05.
- Chancellors Award, UMKC 2000-2003.
- 1st Prize at the International Choral Festival in Jihlava, Czech Republic, June 2000: *To Die With Him*. . .
- S. Town Stevenson Award from the Washington State University Honors Society, May 2000.
- Johnson Scholarship awarded by the Washington State University Honors College for composition, August 1999.
- Washington Scholar, Full tuition waiver, May 1996.



Commissions

- Baton Rouge Chamber of Commerce - Interactive Welcome to Baton Rouge Entrepreneurship Week 2019.
- Ball State University Computing Services: Wireless Pulse- an interactive wireless sculpture project sonifying and visualizing the Wireless usage on campus. Created with Keith Kothman and John Fillwalk, the installation was exhibited under the Shafer Bell Tower on campus April 17 & 18, 2006. <http://www.bsu.edu/web/jfillwalk/wireless/>
- Belger Art District, for Dialogue I: Abortion, exhibited October 2001.
- International Visual and Performing Arts Center, for Dialogue I: Abortion, scheduled for exhibition on September 15, 2001, cancelled after the events of September 11th but displayed at the Belger Art District in October.
- St. Olaf Valhalla Band: Revelation, for Wind Symphony, premier May 2000.
- Meghan Visser & : Prelude, for piano four-hands, premier April 1999.
- WSU Madrigals: To Die With Him. . . , for Chorus, premier October 1999.
- Emmanuel Baptist Church: Edelweiss Benediction, for Chorus, premier June 1999.
- Warden High School: Solitude, for Band, premier December 1998.

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Still from *Light Pushes Through* socially distanced live performance in 2021

Sonic Art Compositions

- *In Vivo, In Silico: Fundulus Gracilis*, Sonification of fish heart data 16 channel 6'01", 2023.
- *No Peace* – interactive, collective website experience, 2023. peace.emdm.io
- *Klecksographie 2021* – Revised instrument and performance 2021
- *This is Tactile* – Structured group improvisation utilizing prerecorded materials sonified through aluminum sheeting with tactile transducers. 2021
- *Tessa Rack'd* – Structured group improvisation of Rack modular synthesis units, 2021
- *Light Pushes Through* – hour long composition and live performance with Austin Franklin for an outdoor physical theatre work. 2021
- *Gravity | Density* – interactive audience participation app and cyber-hacked devices by Jesse Allison & Anthony Marasco, 2019. gravity.emdm.io
- *Causeway* – audience participative poetry reading collaboration with Vincent Cellucci & Derick Ostrenko, 2015.
- *Contact* – Dancer, water, and interactive visualization, 2015.
- *Klecksographie: Lunar Landing* – Quartet for Klecksophone computer instrument, 2015.
- *Hexagonal* – Pitch Canvas iPad Quartet, 2015.
- *Krumpus* – Tuba and Computer, 2015.
- *Nunc Dimittis* – SATB Choir, 2015.
- *Of Human Utterance: Humor* – Fixed Media, 2015.
- *Traversal for Paris*, – Computer, Mobile Devices, and Audience Participation, 2015.



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Perception

- *What's in a Name* — Fixed Media, 2014.
- *The Moon* — sonification for 4k video and Fixed Media, collaboration with Robert Kooima, 2014.
- *Traversal* — SEAMUS for Organ, Mobile Devices, and Audience Participation, 2014.
- *Environmental Variables: Construction* — Fixed Media and Web Devices, 2013.
- *Recombinant Features* — Pitch Canvas iPad quartet, 2013.
- *Nocturne* — Glockenspiel, Computer, and Projection, 2013.
- *Synaesthesia* — the LSU Girls Choir and Synthaesthesia iPad instrument conducted by Sarah Bartolome, 2013.
- *Spin w/GUA* — two GUA performers and Phonograph, 2012.
- *criticalMass|Media* — Tenor Saxophone, Computer, Projection, and obtuse media sources, 2012.
- *Perception* a collection of works — Laptop Orchestra, Mobile Devices and audience participation, 2012.
 - Lampyridae* — computer, mobile devices and audience participation
 - Divergence* — Marimba, iPads and Laptop Orchestra
 - Convergence* — bassoon, saxophone and projection
 - Relativity* — mobile devices and audience participation
 - Vision|Sight* — Laptop Orchestra, Eye Tracking, and Projection
 - Klecksographie* — Laptop Orchestra, mobile devices and audience participation
- *Corpus* — congregation, speech, computer, and meditation, 2011.
- *Lampyridae* — computer, mobile device, and audience participation, 2011.
- *Social Structure [construction no. 1]* — interactive sonic installation and performance by Jesse Allison, Nick Hwang, and Michael Straus, 2011.
- *Vessel of Meditation* — singing bowl and interactive computer, 2010.
- *Hello World* — Laptop Orchestra, Projection, and Social Media, 2010.
- *Preparing the Land* — Violin, Clarinet and Interactive Computer, 2007.
- *Sustenance* — Digital Recording, 2006.
- *Saxophone Quartet no. 1* — Saxophone Quartet, 2004.
- *Te Deum* — Chorus & Piano, 2004.
- *Of Human Utterance: Frustration* — Vocal Soloist and Interactive Computer, 2004.
- *The Bad Child's Book of Beasts* — Baritone & Piano, 2004.
- *Quiet House* — Vocalist and Interactive Computer, 2004.
- *Split* — Vocalist and Interactive Computer, 2004.
- *Un-opposed* — Piano, 2003.
- *Symmetry in Motion* — Piano, 2003.
- *String Quartet no. 1* — String Quartet, 2003.
- *Fleeting* — Digital Recording, 2002.
- *Symphonia no. 1* — Orchestra, 2002.



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- *Quartet for Double Reeds* – 2 Oboes, English Horn, Bassoon, 2002.
- *Sonata for Violin* – Solo Violin, 2001.
- *Mouth Harp* – Harmonica and Interactive Computer, 2001.
- *Song for Matthew* – Piano, 2001.
- *Gradations of Unity* – Brass Quartet, 2000.
- *Revelation* – Wind Symphony, 2000.
- *Autumn Lullaby* – Piano, 1999.
- *In Perpetuum* – Clarinet, Euphonium, Cello, Piano, 1999.
- *Two Etudes* – Solo Trombone, 1999.
- *Lady Fair* – Tenor, Flute, Clarinet, Bass Clarinet, 1999.
- *To Die With Him. . .* – SATB Choir, 1998.
- *The Light Princess* – SATB Choir, 1998.
- *Solitude* – Wind Symphony, 1998.
- *Wistfulness* – Piano, 1998.
- *Prelude for Piano Four Hands* – Piano four hands, 1997.
- *Troll Dance* – Piano, 1997.
- *Lulled* – Piano, 1996.
- *Duo* – Clarinet and Cello, 1996.

Performance Production



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Professional – Performance, Production & Direction

Select Engagements as a Performer or Technician

- Jesse Allison Faculty Recital: *Digital Divide*, performed world premieres of *A Conversation with Death* for electro-bluegrass, *Causeway* interactive poetry collaboration with Vincent Cellucci & Derick Ostrenko, LSU Digital Media Center Theatre, Baton Rouge, LA, September 24, 2015.
- Open Ears Electronic Improv performances by Jesse Allison, Rick Snow, Jeff Albert, and Thomas Grill at the Blue Nile, New Orleans, LA, October 8, 2014.
- Faculty Recital *Colored Perspectives of Electronic Music*, performed in the world premiers of *Spin w/GUA* for GUA and Phonograph and *Synaesthesia* for LSU Girls Choir and iPad Instrument, and in performances of *Mouth Harp* for Harmonica and Computer and *Vessel of Meditation* for Singing Bowls and Computer, LSU Recital Hall, Baton Rouge, LA, October 6, 2012.
- Harmonica Soloist in *Mouth Harp* in the Guys w/ Big Cars concert at LSU, January 29, 2012.
- *Vessel of Meditation* for computer and singing bowl, performed at the 2011 International Computer Music Conference (ICMC), Huddersfield, UK, August 11.
- Harmonica Soloist in *Mouth Harp* at SEAMUS 2006 in Eugene, Oregon, March 29, 2006.
- Harmonica Soloist in *Mouth Harp* at BSU's EMOne Concert, October 5, 2005.
- Conducting Musica Sacra in René Clausen's Set Me as a Seal, April 24, 2005.
- Tenor Soloist in Schubert's Mass in C, Musica Sacra Spring Concert April 24, 2005.
- Conducted Musica Sacra in Morten Lauridsen's *O Magnum Mysterium*, December 11, 2004.
- Tenor Soloist in Charpentier's *Midnight Mass for Christmas* & Bach's *Es ist ein Kind Geboren*, Musica Sacra Winter Concert, December 11, 2004.
- Tenor Soloist in Caldara's Stabat Mater, Musica Sacra Fall Concert, Kansas City, MO, April 18 & 25, 2004.
- St. Luke's Episcopal Church, organizing performance and conducting choir, as well as playing guitar, harmonica or percussion, and singing, weekly from August 2000 to 2005.
- Tenor Soloist in Haydn's Paukenmasse, Musica Sacra Spring Concert, Kansas City, MO, November 9, 2003.
- Interactive Computer Performance for James Mobberley's *Vox Inhumana*, New Ear New Music Ensemble, Kansas City, MO, November 7, 2003.
- Sound Diffusion for *Fleeting*, Electronic Music Midwest Festival, Kansas City, MO, November 1, 2003.
- Designed Software for and Interactive Computer Performance for the world premier of James Mobberley's *Vox Inhumana*, New Ear New Music Ensemble, Kansas City, MO, October 30, 2003.

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Diagram of Aerial Glass part of the LOLs
Telematic concert series in 2020



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- Guitar and Vocal performance for Ordination to the Diaconate, St. Luke's Episcopal Church, Shawnee, KS, September 27, 2003.
- *UnFound Sound* an interactive installation improvisation, Composer's Guild Concert, Kansas City, Missouri, March 3, 2003.
- *Imagination Stations for Sound*: Nelson-Atkins Museum of Art, Kansas City. Two day installation followed by a concert of interactive, audience participatory music using sound installation systems programmed by Timothy Place; August 25-27, 2000.

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symposium on laptop ensembles & orchestras

International Conferences & Festivals
Hosted

Radio Broadcasts, Recordings, and Releases

Nocturne for Glockenspiel & Computer recorded as the title track on Brett Dietz' solo Glockenspiel album *Nocturne*, 2014.

Czech Radio Broadcasting: June 30, 2000: *To Die With Him...*

Conference, Festival, and Concert Production and Direction

- **Produced** the *EMDM Goes to 11* series of events in Spring 2022 celebrating a decade of the EMDM Program with **Guest Artist Pamela Z**. This included a public screening of *Sisters with Transistors*, a Pamela Z concert, masterclass and public presentation, an expo of interactive work at the EBR Public Library, and a gala Concert at the Shaw Center for the Arts. emdm.lsu.edu/happenings/emdm-11/
- **Conference Chair** for the 2015 International Conference on **New Interfaces for Musical Expression** (NIME2015) hosted at Louisiana State University. The conference boasted 250 attendees, a month long sonic art installation exhibition, 6 concerts, papers, posters, demos and keynotes by R. Luke DuBois and Sile O'Modhrain. nime2015.lsu.edu
- **Co-producer** of the **2015 Red Stick International Festival** in downtown Baton Rouge. The creative-technology inspired festival had a maker fair, workshops, live-computer music and video processing performance, sonic art installation exhibition, kid's lab, animation festival retrospective, movie screening and more, drawing about 1000 participants through the weekend. redstickfestival.org
- **Music Chair** for the **2012 Symposium on Laptop Ensembles & Orchestras** hosted at LSU. Produced 5 concerts of various laptop ensembles and premiered Roger Dannenberg's telematic piece for 6 laptop ensembles distributed around the world.
- Organized, publicized and/or produced **more than 100 Experimental Music & Digital Media concerts/performance**s at Louisiana State University from 2010 to the present.
 - Yearly *High Voltage Concerts* showcasing professional work in interactive electronic and sonic art
 - In collaboration with the composition area, overseeing the *Really, Really New Music Marathon*, a series of 4 concerts showcasing much of the Experimental Music & Digital Media and Composition work produced each Semester



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- Yearly *Cinema for the Ears Concert*, the Experimental Music & Digital Media concert using our 49 channel iCast surround sound diffusion system and the 92 speaker Meyer sound system in the Digital Media Center Theatre
- *Laptop Orchestra of Louisiana* - 2-3 performances each year, a tour in 2011, and a Symposium for Laptop Ensembles and Orchestras involving SLEOs from around the world in 2012
- Various exhibit performances tied to teaching. Examples include: Interactive Art & Experimental Music showcase in 2011, Mobile Music Concert Fall 2012, enOvation Showcase in 2014
- Conference and festival concerts, LaTeX Festival 2011 & 2013, Symposium on Laptop Ensembles & Orchestras 2012, Red Stick FutureFest 2014, Red Stick International Festival 2015, and the 2015 International Conference on New Interfaces for Musical Expression.

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Intermedia Art Works



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Social Structure Installation

Professional – Intermedia Art Works

Interactive Computer Installations

- *Diamonds in Dystopia* - (Jesse Allison, Derick Ostrenko and Vincent Cellucci) an interactive sound and video installation of Diamonds in Dystopia. **Exhibited at the Ogden Museum of Contemporary Art** in New Orleans in 2017. diamonds.emdm.io
- *Humming Mississippi* - (Jesse Allison and Derick Ostrenko) an interactive sound installation of wood planks 3D routed to the depths of a section of the Mississippi River, each plank becoming a musical resonator for sounds generated through live data from the Mississippi. **Exhibited at the Here, Now exhibit at the LSU Museum of Art, NIME 2014 in London, UK, and ISEA 2014** at NYU Abu Dhabi, UAE. hummingmississippi.com
- *Social Structure [construction no. 1]* - (Jesse Allison, Nick Hwang, and Michael Straus) an interactive sonic installation exhibited at the **Pixilerations Festival**, Providence, RI Sept. 21-24, 2011; SEAMUS National Conference in Appleton, WI, February 9-11, 2012; the International Conference on New Interfaces for Musical Expression (NIME) Michigan, May 21-23, 2012.
- *Final Wisdom* - (Jesse Allison & John Fillwalk) an interactive video poetry piece incorporating haptic feedback and a surround sound environment. The piece used thermal video tracking and capacitive sensing to allow participants to touch the video projected on to memory foam, controlling the piece and leaving their imprint on the work. Created for the exhibition at the **Siggraph 2010 Art exhibition** in Los Angeles.
- *Flickr Gettr* - (Jesse Allison & John Fillwalk) an image browser in Second Life. The piece is a novel way of experiencing and traversing the online database of images at Flickr. Displayed at various galleries in Second Life, in a cave environment at **Techfest Mumbai**, and the **IUPUI Intermedia Festival**. 2008-2011
- *Displaced Resonance* - (Jesse Allison, Michael Pounds, John Fillwalk) an interactive installation utilizing infrared tracking, acoustic resonance, computer controlled lighting, and an interactive array of speaker modules. 2008-2010
- *Sacred Centre* - (Jesse Allison) an installation and meditation on meaning and public space. Developed as one of 6 finalists for the Great Ideas Competition by the Arts Council of Indianapolis. 2009
- *Cerulean Waters* - (Jesse Allison and John Fillwalk) an installation tracking public activity which displaces a liquid like video substance and causes a sky textured cube to move around the screen. Exhibited at the Ball State University Indianapolis Center 2007-2010.
- *Trans[figure]: INDIANA* - (Jesse Allison and John Fillwalk) an installation that interprets the observer's motion to compose a juxtaposition of rural and urban satellite imagery. The motions also drive audio processes and real time composition of corresponding sounds. On exhibit at the Ball State University Indianapolis Center 2006-2007.



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Humming Mississippi Installation

- Interactive Timeline - (Jesse Allison with assistance from Mike Sayre and Tiffany Sum, Kiosk design by Dustin Headley) an interactive kiosk that gives participants idiosyncratic gestural control of a collection of information about historical and present day intermedia artists.
- [Un]-wired – (Jesse Allison, John Fillwalk, and Keith Kothman) 2nd generation of the wireless project below. Revised for portability, changed imagery and interaction to include wireless car door openers. Performed at Electronic Music Midwest 2006 and installed at the Ball State University Indianapolis Center in November 2006.
- Ball State University Interactive Wireless Sculpture Project – (Jesse Allison, John Fillwalk, and Keith Kothman) an interactive video and sonification of the wireless activity on the BSU campus in celebration of their ranking of the most Wireless campus in an Intel ranking. Muncie, IN, April 17-18, 2006.
- Harvest Moon: Fabric – (Jesse Allison) an interactive sonic installation portraying small farms as a fabric. Displayed at the Center on Contemporary Art in Seattle, June 10-12, 2005 and the Agricultural Hall of Fame in Bonner Springs, KS, August 20 – October 10, 2005.
- The People's Poetry Machine – (Julia Cole and Leigh Rosser, technical programming assistance by Jesse Allison) an interactive poetry installation developed for the City of Seattle. June 10-12, 2005.
- Musical Palette – (Jesse Allison and Timothy Place) an interactive sonic installation for children exhibited at the Computer Museum of San Diego, as part of the SigKIDS portion of the SIGGRAPH 2003 conference. July 2003.
- Unfound Sound – (Jesse Allison and Timothy Place) an interactive sonic installation using marbles exhibited at the Universeum in Sweden as part of the International Computer Music Conference 2002. September 2002.
- Found Sound – (Jesse Allison and Timothy Place) an interactive sonic installation using found objects exhibited at the Kemper Museum of Contemporary Art, February 2002.
- Dialogue I: Abortion – (Jesse Allison and Rich Jaime) an interactive sonic installation dealing with the debate over abortion commissioned by the International Visual and Performing Arts Center and the Belger Art District, exhibited at the opening of the Proof Positive exhibit, October 2001.

Professional Organizations

- Steering Committee for the International Conference on New Interfaces for Musical Expression (NIME)
- American Society of Composers Authors and Publishers (ASCAP)
- International Computer Music Association (ICMA)
- Society of Electroacoustic Music in the United States (SEAMUS)

Industry



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Industry Experience – Music Tech, Mobile Computing & HCI

iOS App Bootcamp 2011-2014

Organized and taught the iOS App Bootcamp, a two week intensive training workshop from concept to app. Worked with local app industry for presentations and a panel to evaluate final apps.

Apps Developed

These apps were developed for use within the EMDM program. Some of them were released through the Apple App Store, however none of them are currently publicly available as they have not been maintained with recent releases of IOS and Android.

- HipnoTouch – Color blending OSC controller (released 2010)
- HipnoSynth – Color blending synthesizer exploring synaesthesia (released 2010)
- Pitch Canvas – Hexagonal pitch layout feedback synthesizer with effects (released 2015)
- Enneadecaphonic Synth – synthesizer built on a scale of 19 notes per octave
- AuRal – Android shared geolocate supercollider synthesizer 2012 with Christian Dell

President of Hardware Engineering at Electrotap L.L.C. – 2004-2012

Co-founder, owner and President of Hardware Engineering for Electrotap L.L.C. – a company that developed innovative computer software and hardware for interactive computer art. Electrotap sold its products to over 200 artists and 80 companies and institutions in over 30 countries. Respected Universities such as Princeton, the University of North Texas, the University of California - San Diego, McGill, Rencalle Polytechnic Institute, Harvard, NYU, Brunel, Brown, Birmingham Electroacoustic Studios, Cambridge, and the New England Conservatory used our products. We received patronage from companies such as Microsoft, Walt Disney's Imagineering R & D, and Pixar Studios, and developed reactive project designs for interactive installations for the NBA All Star Game, Toyota, and Google I/O.

Commercial Hardware & Software Design

- Co-designed, prototyped, debugged, programmed, tested, and manufactured the circuitry that became the Teabox, a high resolution sensor data acquisition device.
- Designed, tested, and manufactured 15 sensors along with supporting circuitry for use with the Teabox. Sensors include: IR Distance Sensors, Pressure Sensors, accelerometers, and more.
- Created audio plug-ins using granular synthesis, FFT/spectral transformation, sequencing, filtering, and convolution, including 10 plugins for *Hipno*, a set of 40+ plugins released by Cycling '74.
- Created extension modules for Jade, a software platform for interactive computer art.

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Electrotap.com



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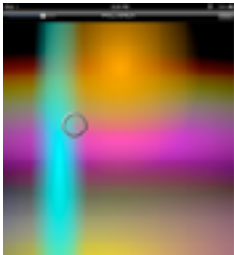
Music Technology/Industry Training

- Attended workshops at 2022 Unreal Festival, New Orleans, Oct. 2022.
- 2022 Taiwan Season Symposium on Connecting Digital Media, Performance and Climate Change, August 12, 2022.
- Attendance of the industry led 2022 Future Devices & Technologies SIG, 'The future of music', 22 February 2022
- 2022 Ableton Education Symposium participation, Sept. 28, 2022
- Meyer CueStation Training Oct. 29-31, 2014.
- Attended workshops and training seminars in iOS Development at Apple World Wide Developers Conference, San Francisco, CA, June 6-10, 2011.
- Texas Instruments MSP430 Advanced Training Seminar, Chicago, IL November 2007
- Texas Instruments MSP430 Microcontroller seminar, Indianapolis, IN April 2006
- Texas Instruments Power Management Seminar, Overland Park, Kansas, March 16, 2005.
- Analog Converter Seminar by Analog Devices, Overland Park, Kansas, June 9, 2004.
- Precision Data Acquisition Seminar by Texas Instruments, Overland Park, Kansas, April 6, 2004.

Presentations in Industry

- Guest Panelist on *When Everything Becomes Media: Mobile and the Future of Expression* at the Marship Centennial. October 25, 2013.
- Panel member on *Digital Art and Technology* for the Baton Rouge Entrepreneurship Week, November 13, 2012.
- Presented a workshop on Human-Computer Interface design at the International Computer Music Conference 2006 at Tulane.
- Industrial Affiliate for a research grant by Adam Tindale at the University of British Columbia

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UI for Synthaesthesia App

References



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References

References available upon request in the following areas.

Experimental Music
Composition & Sonic Art
Technology & Research
Music Technology
Digital Media & Leadership
Intermedia Art
Creative Computing

- Interactivity in Art
- Generative AI & Machine Learning
- Data sonification

Teaching
Program Development

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