

Thom K. Gillespie

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Education:

University of California, Berkeley, Ca.
Ph.D. in Information Studies, 1991

University of California, Berkeley, Ca.
Masters in Libraries and Information Studies, 1987

University of Alaska, Fairbanks, AK.
Cross-Cultural Education, 1979

Penn State University, State College, Pa. B.A.
June 1971; Major: History.

Experience:

Nov 2009- present I am an Associate professor and program director in the department of Information Technology in the College of Business at South University. I mentor associate program directors and adjunct instructors and I teach all classes online: information system management, object-oriented design, user experience, web technologies, UML, information design and management. I also do curriculum design and development for courses and complete programs.

I also volunteered as computer science instructor in programming and database development for the University of the People,
<http://uopeople.edu> 2017-2024

Jan 1 09/-6/30/09 I was the director of the graduate program in Interactive Communications (ICM) at Quinnipiac University ICM is a graduate program dedicated to technology and communication, It is a blended program offered both on ground and online.

1993-2008

I was the Director and creator of the Masters in Immersive Mediated Environments (MIME) in the department of Telecommunications at Indiana University. MIME is a program dedicated to interactive storytelling and computer game design which draws on existing talent and classes from a variety of departments and schools at Indiana University: Fine Arts, Telecommunications, Computer Science, Music, Business School, Theater, Journalism, Folk Lore, School of Library and Information Sciences and Instructional Design.

MIME has been ranked as one of the top new media programs in North America. [<http://www.iuinfo.indiana.edu/homepages/3-31-2000/text/shift.htm>]

I've recently presented at National Chengchi University Taipei, Taiwan: Narratives in the Digital Age 2009; Canadian Broadcasting Corp 2009; Western Governors' University 2009; Media Conversations VI 2009; Connecticut Film Festival 2009; New England Faculty Development Consortium 2009 the Canadian Film Center, summer 2007; Visiting Artist, University of Wisconsin, 3d modeling Spring 2007; Director of the Summer Institute in Integrated media at the University of Vermont, Summer 06; Art, Faith, and Social Justice at Marquette, fall 2005; Digital Bridges at Western Michigan, spring 2005; Brooklyn College, summer 2005; Stanford's Digital Media Academy, 2004, 2005; University of Texas at Austin, 2004, 2005; ACM-HCI in Atlanta (1997), the University of Hawaii, summer 1997, American Association of Multimedia Designers, the International Television Association, Museums and the Web 99, and the newMedia Habit@t at the Canadian Film Center, summer 1997, 98, 99, 00, 01.

My personal obsessions are interactive storytelling, computer game design, 3D modeling & animation and public interest entertainment.

I was the editor of the Ivory Tower column for the Digital Games Research Association (<http://www.digra.org/>) Columns:

- December 2004: Will Master Chief Ever Frag Moby Dick?
By Nathan Garrelts
- November 2004: What Mastery of Which Arts? By Barry Atkins
- October 2004: From Middle-Earth to Arden by Edward Castronova
- September 2004: Playing the Final -- An Experiment in Pedagogy

By Elena Bertozzi

Columns for Technos magazine:

Brazil's Museum of the Person

Technos: Quarterly for Education and Technology; June 22, 1999; Gillespie, Thom; 700+ words "I believe that new technologies should not be used merely because they are 'new technologies,' that is, merely as a way of trying to follow the pace of social evolution. But, when they offer a whole range of new possibilities, opening up a new world for the development and publishing of knowledge,

Psst ... Wanna Do a Phrontisterion?

Technos: Quarterly for Education and Technology; September 22, 1999; Gillespie, Thom; 700+ words Last March I received an email asking if I wanted to "do a phrontisterion." I stopped for a bit and checked to see if the door to my campus office was closed. I assumed this was sort of like one of those "Do you want an inflatable doll?" messages that seem to come through once a day, often with

'When Customs Change, Writing Changes'

Technos: Quarterly for Education and Technology; December 22, 1999; Gillespie, Thom; 700+ words * Chinese Tang era circa 7-10th AD OK, I'm finishing this column just before Y2K and my "Guide to the 21st Century" compliments of Newsweek has just arrived. Toward the back there is Steven Levy's article "It's Time to Turn the Last Page." His article is about e-books, digital bits injected into

Violence, Games & Art (Part 1) : Violence, Games & Art

Technos: Quarterly for Education and Technology; March 22, 2000; Gillespie, Thom; 700+ words `One of the most difficult tasks people can perform, however much others may despite it, is the invention of good games * Carl G. Jung What this column is not about is whether computer games have an effect on human behavior. All media have an effect on human behavior; otherwise, why would we have

[Violence, Games & Art \(Part 2\) My Lunch with Annie Lang: Children, Violence, Imitation, \(and a darned good house salad\)](#)

Technos: Quarterly for Education and Technology; June 22, 2000; Gillespie, Thom; 700+ words My Lunch with Annie Lang: Children, Violence, Imitation (and a darned good house salad) "Then, shall we simply allow our children to listen to any stories that anyone happens to make up, and so receive into their minds ideas often the very opposite of those we shall think they ought to have when

[All aboard the Story Engine!](#)

Technos: Quarterly for Education and Technology; September 22, 2000; Gillespie, Thom; 700+ words "Human beings are naturally predisposed to hear, to remember, and to tell stories. The problem--for teachers, parents, government leaders, friends, and computers--is to have more interesting stories to tell." * from Tell Me A Story: Narrative and Intelligence (Rethinking Theory), by Roger Schank et

[LOL: Lots of Luck? Laughing out Loud? or Learning outside the Lines](#)

Technos: Quarterly for Education and Technology; December 22, 2000; Gillespie, Thom; 700+ words An Interview about Alternative Learning with Jonathan Mooney My wife is a reference librarian at a small Mid-western public library. Usually the heavily requested books are fiction--the Harry Potter books, Stephen King's novels, the usuals. Over dinner one night she mentioned that there was a book

[WWW.P2p.Edu: Rip, Mix & Burn Your Education](#)

Technos: Quarterly for Education and Technology; June 22, 2001; Gillespie, Thom; 700+ words My title for this article was found while I was into my 23rd minute on the elliptical strider at the Y. I was just entering cool down when my heart speeded up. I had found my title on the back cover of an old Business Week magazine. There, on stark white, was an object of pure technolust, Apple's

[Commander Laurel's Excellent Adventure. \(Cafe Technos\)](#)

Technos: Quarterly for Education and

Technology; September 22, 2001; Gillespie, Thom; 700+ words I was a Utopian entrepreneur. * Maybe I still am. But for a time, I was also Cmdr. B. Laurel, a Navy test pilot, and I rode a modified F-14 into the desert floor. I've made the 60,000 foot downward spiral in some of the F-4 Phantoms and F-18s of the computer-game industry-Atari, the old

If Baboons Ran Schools. (Cafe Technos)

Technos: Quarterly for Education and

Technology; December 22, 2001; Gillespie, Thom; 700+ words was my working title for this article. It started last summer when my wife, Doris, gave me a copy of A Primate's Memoir by Robert M. Sapolsky. Doris is always giving me books to read. I read few of them because her reading taste is much higher brow than mine is. I never miss Buffy or Angel; I

Ich Bin ein Illiterati: An Interview with Mihai Nadin. (Cafe Technos).(Interview)

Technos: Quarterly for Education and Technology; June

22, 2002; Gillespie, Thom; 700+ words The original impetus for this article came when a 19-year-old student walked into my office and told me his goal was to work for Dreamworks or ILM as an animator. This student is very smart, talented, and imaginative; a person who in hours can master any piece of software known to humankind. What

"Hard Fun". Squeak! (Cafe Technos).(Interview)

Technos: Quarterly for Education and

Technology; September 22, 2002; Gillespie, Thom; 700+ words I teach a lot of university classes using Macromedia Director and Flash. My students need these tools to do what they want, but I have never really liked these programs. They seem metaphorically cobbled together. They have timelines; they have objects; they have scripts, stages, libraries, and cast

I was part of a design team developing a transmedia project around pick up basketball. The web portion can be found at: <http://www.indiana.edu/~pickup/> The TV show version aired on WTIU in 2004.

I'm currently working on a book titled "MediaJazz: interactive storytelling and computer game design."

I consult for the United Nations Food and Agriculture Organization in Rome and the Museum of the Person in Brazil.

Summer 93/94

I was an information/communications consultant for the UN-FAO Inter-country programme on pest control for rice in Southeast Asia. I worked with the Ministries of Agriculture in Korea, China, Indonesia, Philippines, Vietnam, India, and Bangladesh helping them analyze their field data and connecting their Ministries to the Regional IPM center in Manila via CGnet, an Internet provider.

1992-1993

I worked for the year for the United Nation - Food and Agriculture Organization in Indonesia developing geographic information systems to support the data organization of the Integrated Pest Management Project in Indonesia. I speak Bahasa Indonesian.

1988-1991

I taught computer science in C++ object-oriented programming at Dominican College in San Rafael, Ca.

I taught an introductory course in Computer Information Studies at the University of California, Berkeley that involves using spreadsheets, word processing, desktop publishing, and programming in QuickBasic,

I wrote a monthly column on current trends in micro computing for The American Library Journal. The column consists of media reviews of interest to librarians and other information providers. I've also written articles for the Library Journal and Publishers Weekly about Desktop Publishing, Innovative Library programs, and CD-ROM publishing. (See publications)

I was a technical consultant for the Food and Agriculture Organization of the United Nation's Integrated Pest Management Program in Java, Indonesia. I'm working to develop a visual information retrieval system for crop information.

I was a programmer analyst working to develop Computer-assisted learning material in Hebrew Studies at the University of California, Berkeley.

I did private consulting in technical documentation and training support.

1986-1989

University of California, Berkeley

I taught an introductory Computer class which involved spreadsheets, databases, programming in Pascal and HyperTalk, and desktop publishing.

1988

University of California, Berkeley

Instructor in Advanced Placement Computer Science through the Gifted and Talented Education Program.

1986 & 1989

University of California, Berkeley

I was a research assistant and developed curriculum for an introductory information studies course for graduate students in the department of Library and Information Studies.

1978-1985

City and Borough of Juneau School District

I was a Community Education Coordinator and responsible for the administration, teaching and program development of Community Education Programs for the Juneau-Douglas. I managed a staff of 10+ employees and a budget of \$100,000 a year.

1984

Southeast Alaska Fine Arts Camp

I was a visiting artist, teaching computer graphics and animation to gifted junior and senior high students.

1984-1985

University of Alaska, Juneau.

I was the director of the Children's Computer Camp in Juneau. I was responsible for administration, programming, curriculum and staff development, and teaching. The camp was taught with the Logo programming language, 2 robots, and a video animation package.

1977-1978 University of Alaska, Center for Cross-Cultural Studies, Fairbanks

I was a field-based researcher doing curriculum research and development in Kivalina, Alaska, a small Inuit village above the Arctic Circle.

1974-1977 New Orleans Public Library

I managed a small neighborhood Library and was responsible for budget, book buying, program development, and supervision of staff.

Publications, invited presentations, workshops and interviews.

May 6, 2023 - August 6, 2023

Indiana Now 2023 is a juried, fine art exhibition for today's professional Indiana artists countrywide.

The Night Gardner, Digital Collage

Kolaj Fest New Orleans, a multi-day festival and symposium about collage, 7-11 June 2023.

Presentation on Digital Collage and Artificial Intelligence tools

Kolaj LIVE Knoxville, a real-time manifestation of Kolaj Magazine and Kolaj Institute, November 5-7, 2021

Presentation on Digital Doodling

Games Engines as Learning Management Systems, the Ultimate in Gamification. Online Learning Consortium: Emerging Technologies for Online Learning, April 2014

LITA 2007 National Forum: Denver

Preconference Workshop: *the-library-knowledge-kills, Live-action-roleplaying* (Thursday, October 4, 2007, 1:00 p.m. - 5:00 p.m. and Friday, October 5, 8:00 a.m. - 12:00 noon)

ALA TechSource Gaming, Learning, and Libraries Symposium, summer 2007 "Why Serious Games Shouldn't Be Taken Seriously"

The Canadian Film Center's MEDIA LAB (Toronto, summer 2007)
Workshop on Interactive Storytelling and Computer Game Design

Library & Information Technology Association Meeting, Fall 2006
Keynote address: Libraries and Public Interest Entertainment

University of Vermont, summer 2006
Directed the Summer Institute for Integrated media

Art, Faith, and Social Justice conference at Marquette, presented
daylong workshop of games for social change, fall 2005

Digital Bridges at Western Michigan, invited presentation on game
design, spring 2005

Brooklyn College invited weeklong workshop on Gangs and Games,
summer 2005

Stanford's Digital Media Academy, 2004, 2005
Invited Workshop on Computer Game Design

University of Texas at Austin, 2004, 2005
Invited Workshop on Computer Game Design

2005 Best of the Web Competition AEJMC, Judge

IUPUI's VisionFest Judge

Museums and the Web 2004
Workshop: *Identity and Representation: social justice and community
building through the Museums of the Person*
Thom Gillespie, Indiana University, USA
Karen Worcman, Museum of the Person, Brazil
Philip B. Stafford, IU Institute on Disability and Community, USA
Pedro Henriques, Universidade do Minho, Portugal
Jean-François LeClerc, Centre d'histoire de Montreal, Canada

Museums and the Web 2004
Workshop on Game Engines and Museums

The Digital Storytelling Festival 2004
Invited presentation: Interactive Storytelling and Computer Games

International Seminar on Memory, Network and Social Change,
Sao Paolo 2003

Presentation on Game Design and Oral Histories
Workshop on Computer Game Design

Music Institute of Ewha Woman's University, Korea 2003
Presentation: Sounds, Images and Interactivity

Museums and the Web 2001

Session: Museum of the Person "dot" World
Thom Gillespie, Indiana University, USA
Jose Santos Matos, Museum of the Person, Brazil
Karen Worcman, Museum of the Person, Brazil
Jorge Gustavo Rocha, Universidade do Minho, Portugal

The Canadian Film Center's newMedia [Habit@t](#)

(Toronto, summer 2000/99/98/97)

Workshop on Interactive Storytelling and Computer Game Design

New York Times Interview for Art as a Game, and Games as Art
<http://www.nytimes.com/library/tech/99/07/cyber/artsatlarge/22artsatlarge.html>

Toronto Global article: Programming pixel Picassos

http://www.thestar.com/thestar/back_issues/ED19990729/entertainment/990729ENT01b_EN-GAMER29.html

Phrontisterion on interactive storytelling for the new millennium
(Oregon Summer 1999)

International Cultural Heritage Informatics Meeting (Fall 99 in DC)
Tutorial on Interactive Storytelling and Computer Game Design

ABERJE (Summer 99 Sao Paolo, Brazil) Preservacao da Memoria e
Novas Tecnologias [Preservation of memory with new technologies]
Interview: Diversao e bom para os negocios

Museums and the Web 1999 (Spring 99 in New Orleans)

Tutorial on Interactive Storytelling and Computer Game Design

International TV Association (98)

Tutorial on newMedia Design

Florida State (98) Presentation on NewMedia, new Audiences.

Digital Storytelling and Computer Game Design. Association of Computing Machines (ACM). Atlanta. March 1997.

Invited workshop: interactive storytelling and computer game design

Digital Storytelling, new clothes for an old medium. Association of Indiana media Educators. March 21, 1997.

Invited workshop: interactive storytelling and computer game design

Evaluating new media, CD-ROMS and Web design, from an aesthetic, instructional, and emotional point of view. Association of Indiana media Educators. March 21, 1997.

Invited workshop

Web-ed: learning without leaving. Database Magazine. April 1997.

Just Enough Java to Get You in Trouble. Indiana Cooperative Library Services Authority. October 21, 1996. (Invited workshop)

Computer Game Design. Hypermedia '96. October 18, 1996. (Presentation)

Digital Storytelling and Computer Game Design at Indiana University. 2nd Digital Storytelling Festival. Crested Butte, CO. October 3rd - 8th. (<http://www.dstory.com/96speakers.html>) (Invited presentation)

Game Design as a model for Information Science, Strange Ruminations: Version 1.0 December 1995.

www.indiana.edu/~slizzard/articles/gameDesign/game_design2.html.

JALISE, January 1997

Journey of a Digital Muse. TECHNOS, Quarterly for Education & Technology. Winter 1996, Volume 5, Number 4

The Public Web Project: scenario-based, participatory design research, a case study. Internet Service Reference Quarterly. January, 1997 [early version at

<http://www.indiana.edu/~slizzard/nii/doorway.html>]

6 other "Computer Media" columns for the Library Journal: July through December 1996.

"Computers Freedom and Privacy," Library Journal June 1, 1996

"Fun 'n Games" Library Journal. May 1 1996.

"Beginner's Luck" Library Journal. April 1 1996.

"VRML & Java" Library Journal. March 1 1996, p. 101.

"Designing Digital Environments" Library Journal. February 1 1996,
p. 93.

Designing Information Systems as if Farmers mattered, 1995
(unpublished)

"The Dancing Slizzard Info Lounge" National Online'95 May 4th.

"Prototyping HI [Human Intelligence] Interfaces for Enhancing
Information Retrieval." National Online'95 May 4th

"CD-ROM: Resident Freak Show of the 90s" Library Journal.
February 1995.

"The Visual OPAC: A Visual Interface for Information Retrieval"
Proceedings of the Ninth Integrated Online Library
Systems Meeting. New York May 11-12, 1994. pp. 103-108.

"Re-understanding media: McLuhan and multimedia" JALISE, fall
1993, Vol. 34, No. 4. pp. 287 - 290.

"Cognitive Mapping and Indonesian Rice Resources: appropriate
technology" Journal of Economic and Social Intelligence.
Vol. 3, Num. 1 1993. pp. 43 - 52.

"Shock Absorbers", Library Journal, January 1, 1990, p. 142.

"The Ever-Changing World of Word Processing", Library Journal,
February 1, 1990, p. 102.

"The Spread on Spread Sheets", Library Journal, March 1, 1990, p.
111.

"Computer-Assisted Instruction", Library Journal, April 1, 1990, p.
132.

"The Lowdown on Databases", Library Journal, May 1, 1990, p. 106.

"Desktop Publishing Round-Up", Publishers Weekly, May 25, 1990, pp.28-30.

"The World of Telecommunications", Library Journal, June 1, 1990, p. 169.

"Desktop Publishing", Library Journal, July 1, 1990, p. 120.

"All about UNIX", Library Journal, September 1, 1990, p. 250.

"Hypermedia", Library Journal, October 1, 1990, p. 108.

"Programming Languages", Library Journal, November 1, 1990, p. 120.

"Computer Security", Library Journal, December 1, 1990, p. 152.

"Computing for Absolute Beginners", Library Journal, January 1, 1991, p. 138.

"High Tech Libraries of Tomorrow -- Today", Library Journal, February 1, 1991, pp. 46-49.

"Video and Computer Games -- Not Just Kids Stuff", Library Journal, February 1, 1991, p. 98.

"Windows", Library Journal, March 1, 1991.

Exhibitions:

MacWorld Magazine Computer Graphics, Oct. & July 1985.

Anchorage Art and Historical Museum, Computer Graphics, 1985.

Anchorage Art and Historical Museum, Illustration, 1983.

Alaska State Museum, print, 1981.

New Orleans Museum, Conceptual art work, 1978.

Philadelphia Art Museum, Oil, 1975.

Awards:

Indiana University Trustee's Teaching Award, 2002

Excellence in Education 1985 from Juneau-Douglas School District.

Graduate Instructor of the Year 1988 from U.C Berkeley.

References:

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