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EMPLOYMENT HISTORY

University of Utah, Salt Lake City, Utah
 College of Fine Arts
  Assistant Dean for Technology, 1998 to 2008
  Adjunct Associate Professor of Film Studies, 2000 to Present
  Technology Coordinator, CIDAT , 2007 to 2008
   (Center for Interdisciplinary Art & Technology)
  Director, Arts Technology Program, 1999 to 2007
 Center for High Performance Computing
  Research Associate, 2002 – 2005 (20% FTE)
 Academic Outreach and Continuing Education
  Curriculum Development Consultant, 2000-2001(20% FTE)
 Department of Theatre
  Head of Design and Production, 1994 to 1998
  Assistant Professor in Lighting Design and Technical Direction, 1993 - 2000
George Mason University, Fairfax, Virginia
 Institute of the Arts
  Adjunct Instructor of Theatre, 1991 - 1993
Bowie State University, Bowie, Maryland
 Department of Humanities and Fine Arts
  Instructor of Technical Theatre, 1988 to 1990
Middlebury College, Middlebury, Vermont
 Department of Theatre, Dance, and Film
  Assistant Technical Director, 1986 - 1988

EDUCATION

 Ph.D. in Communication, in progress. Competencies focus on Critical/ Rhetorical Theory, Media, Technology, and Culture.
  University of Utah, Salt Lake City, UT
 M.F.A. in Theatre Arts, 1986. Emphasis in Lighting Design and Technical Direction.
  California State University, Fullerton
 B.A. in Theatre Arts, 1983. Concentration in Lighting and Sound Design.
  California State University, Fullerton

PROFESSIONAL AFFILIATIONS

 Association for Computing Machinery (ACM - SIGGRAPH)
 United Scenic Artists, Local 829 - Lighting Designer

THEATRICAL EMPLOYMENT

 Washington Shakespeare Company, Washington, DC
  Resident Designer, 1990 to 1996
 Theatre of the First Amendment, Fairfax, VA
  Resident Lighting Designer, 1991 to 1997
 The Studio Theatre, Washington, DC
  Technical Director, 1990 - 1991
  Production Staff, 1988 – 1990

ADMINISTRATION

As **Assistant Dean for Technology**, my primary responsibility is to bring technology to artists and scholars in the College of Fine Arts at the University of Utah by promoting, encouraging, and supporting its use through leadership in and coordination of technology assistance and support to faculty, staff, and students. I supervise the 5-person Computer Support and Information Systems group, which provides help desk services, desktop engineering and support, multimedia production support, and administrative and office technology to College units. I actively support College technology-related activities by overseeing the design, funding, and maintenance of student computing labs and electronic classrooms, and coordinating with other units on campus, to better integrate digital technology in teaching, learning, and research.

I proposed to the Assoc. VP of Information Technology (Stephen Hess) that the University of Utah should develop an institutional laptop program. Full implementation university-wide is now scheduled for Fall 2008. Mobile or portable computing (aka: 1 to 1 computing), and subsequent access to important digital resources outside the classroom as well as inside, is becoming increasingly critical to contemporary education and pedagogy. I sit on the steering committee that is developing the program.

MEDIA PRODUCTION

I am president of a new company called **Angry Duck Productions**, which is an LLC wholly owned by the University of Utah. This is the latest incarnation of an idea where the College of Fine Arts accepts for hire digital media projects from other University units and the community. The projects are staffed by university faculty supervising student employees. With this concept, we have produced numerous large and small projects for various clients over the years. They range from an exhibit for the Alf Engen Ski Museum on Park City, UT to our most recent project: a DVD for BabyJock, LLC to encourage young children to be involved in sports.

I have produced several video documentaries and projects, as well as developed and maintained web sites and other digital media activities. Examples can be found at: http://edtech.zemmels.net/media.html

TECHNOLOGY CURRICULUM DEVELOPMENT

Upon becoming Assistant Dean for Technology, I proposed and created the new college-level interdisciplinary **Arts Technology Program** (http://www.artstech.utah.edu/courses), which provides computer training to assist students in integrating digital technology into the creative process. The program began in 1999 and now hosts 35+ credit and non-credit courses per year in digital imaging, 3-D modeling and animation, web design, gaming, digital video production, and digital audio. I created and still teach the core course, Fine Arts 2000 - Computers in the Arts.

I founded the **Entertainment Arts and Engineering** (EAE) Program with Robert Kessler (Computer Science) in the summer of 2007. This academic track provides an undergraduate, interdisciplinary academic path for those students interested in careers in the digital entertainment field (video games, digital animation, etc.) The EAE track is a collaboration between Computer Science and Fine Arts and students will finish their degrees as either an artist with a good technical background or a computer scientist with experience in the creative aspects digital production.

Working with Continuing Education, I created and implemented two programs, **Internet Multimedia Design Certificate (IMDC)** and **Sight, Sound, and the Digital Age: A Multimedia Arts Summer Camp**. The IMDC Program focuses on creative professionals who want to apply their creative skills to internet web page design and layout. The multimedia summer camp is for students 13-18 and strongly encouraged diversity among its participants through scholarships and recruitment.

As Department of Theatre faculty member, I helped develop and taught in a pilot **Master of Fine Arts in Directing/Theatre Education** program in collaboration with Sundance Theatre Lab designed specifically for working K12 teachers. Curriculum was delivered primarily 'on-line' although there was a two summer residency component. This 3-year 50 semester-hour program was the only one of its kind in the world

MEDIA RESEARCH

As a PhD candidate in **Communication**, I am focusing my research on the intersection of aesthetics, culture and technology in contemporary postmodern visual culture. New media and technologies are fundamentally changing the way we communicate, think, produce and distribute knowledge. I suggest that the impact of these new discourses on meaning and knowledge is at least as significant as the way the printing press transformed the Western world from being primarily an oral society to one where knowledge is constructed and preserved through writing. A detailed research profile and other information are available on my web site: http://david.zemmels.net

MEDIA RESEARCH (CONT.)

As the **Technology Coordinator** for the **Center for Interdisciplinary Art & Technology** (CIDAT) (http://cidat.finearts.utah.edu), I am a primary conduit for innovation and collaboration between participating faculty researchers. Current research projects I support range from interactive video technologies (Isadora, Max/MSP/Jitter) to multi-site collaborations over Internet 2. CIDAT exists to promote, encourage and support the integration of innovative technologies and collaboration within the various visual and performing arts as well as between the arts and the sciences, thereby "reframing creative inquiry, artistic practice and pedagogy for the 21st century."

As Research Associate for the **Center for High Performance Computing**, I was involved in a number of arts-based technology research projects. Projects included the **Association of Dance and Performance Telematics (ADaPT),** an inter-university association of artists, technologists and scholars from five educational institutions dedicated to performance and media in 'telematic' space using Internet 2, and the **Symposium on Arts and Technology - Arts of the Virtual: Poetic Inquiries in Time, Space, and Motion** on this campus in October 2004 (http://www.artstechsymposium.utah.edu). Guests included Marcos Novak (Transarchitecture), Krzysztof Wodiczko (video/architecture/object), and George Lewis (music, electronics).

As Department of Theatre faculty member, I successfully completed several research projects that focused on integrating digital technology into the theatrical design process. The research resulted in the class, **THEATRE 611 - 3-D Imaging for Theatre**, which emphasized 3-D computer visualization of theatrical design, and adding 3-D drafting to the existing CADD course.

TECHNOLOGY FACILITIES PLANNING

The College of Fine Arts has acquired a 27,000 sq. ft. building for renovation into **an interdisciplinary arts technology center** (http://www.finearts.utah.edu/techctr). I was Chair of the renovation committee and deeply involved with the design and fund-raising effort.

I consulted with the Marriott Library on their proposed $43 million renovation which includes nine **state-of-the-art technology classrooms**, both technology-supported (multimedia) and technology-based (computer labs). Through a 9 month process, including site visits across the country, we developed a lengthy recommendation on the layouts and configurations of 'classrooms of the future.'

CONSULTING

2001-02   **Technology Consultant: The Murdock Technology Initiative**
Conducted disciplinary-based workshops for Theatre, Music and Fine Arts faculty as part of a two-year program designed to support the use of technology as a means of enhancing learning at four independent colleges in Washington State. The Initiative was funded by the M. J. Murdock Charitable Trust, sponsored by the Provosts at the four institutions, and administered through the Independent Colleges of Washington.

PUBLICATIONS

Bromberg, E., Birringer, J., Miklavcic, J., Facelli, J. C., & Zemmels, D. (2002). Telemediated Art: The Utah experience with the ADaPT (Association for Dance and Performance Telematics) Collaboration. EDUCAUSE 2002 Annual Conference, Atlanta, Georgia.

Zemmels, D. (2000). Merging Fine and Performing Art with Digital Technology: An Exploration of the University of Utah's Arts Technology Certificate Program. In J. Bourdeau & R. Heller (Eds.), Proceedings of World Conference on Educational Multimedia, Hypermedia and Telecommunications 2000 (pp. 1837-1838). Chesapeake, VA: AACE.

Zemmels, D. (2000). Going the Distance: Offering Design Curriculum in the University of Utah's Distance Learning MFA in Directing/Theatre Education. In J. Bourdeau & R. Heller (Eds.), Proceedings of World Conference on Educational Multimedia, Hypermedia and Telecommunications 2000 (p. 1837). Chesapeake, VA: AACE.

Zemmels, D. (1999). VectorWorks in the Performing Arts. In J. Kent (Ed), WorksManual 8.5, Improbability Press. Contributed a chapter in this user manual on the Theatrical Lighting Toolkit module of Diehl-Graphsoft's VectorWorks 8.x, a popular computer assisted drafting (CADD) software program.

SPECIFIC SOFTWARE PROFICIENCIES

Including, but not limited to, Apple FinalCut Pro Studio, Maxon Cinema 4D XL, Nemetschek VectorWorks, Adobe Creative Suite: Photoshop/ Illustrator/ Premiere/ Dreamweaver/ Flash, Lightwright, Microsoft Word/ Excel/ Powerpoint, DigiDesign ProTools, Adobe PageMaker, and various other software programs including e-mail, HTML editing, utilities, and communications software.

ADDITIONAL TECHNOLOGY BACKGROUND

1998-99   *Vice-Commissioner, Computer Applications and Research*
                 United States Institute of Theatre Technology - Lighting Design Commission
                 Programming of USITT lighting sessions and research that relates to computer
                 applications in the design and technology of the arts. This includes developing a
                 computerized USITT Graphic Standard, organizing Professional Development
                 Workshops in computer technology, etc.
1998-99   Beta Team - Diehl-Graphsoft VectorWorks 8.x, Lighting Toolkit (Released 1999)
1996-97   Beta Team - Strata StudioPro version 2.0 (Released Jan. 1997)

Department of Theatre, University of Utah - Web Master   1995 to 1999
          Created and maintained departmental web site. The site includes departmental information and
          links to other relevant sites.

Department of Theatre, University of Utah - Student Computing Lab Supervisor 1993 to 1998
          Supervise, maintain, and teach in the Department of Theatre computer lab. Lab consists of
          Macintosh computers with software and support peripherals for Internet access, word processing,
          spreadsheets, graphics, CADD and 3-D modeling, rendering, and animation, and more.

All Things Graphic - Proprietor   1989-93
          Desktop publishing specializing in theatrical needs, such as play programs, resumes, publicity
          flyers, etc.