

## **Kelly Dobson**

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### **Education**

*2002-present*

*Massachusetts Institute of Technology*

*Doctoral Candidate, Media Arts and Sciences  
(Anticipated August 2006)*

Working in the Computing Culture Group. Developing new technologies from the perspective of an artist investigating critical social engagement. Machine Therapy is the working title of the dissertation foregrounding what machines do and mean for people other than what we consciously designed them to do and be used for; analyzing existing machines; design engineering and building new empathic machines; focusing on affective and effective elements that carry emotional or culturally guiding components. Utilizing found as well as invented or augmented machines, such as Blendie. Current work includes sculpture, textile, installation, and performance projects that are informed by, among other things, the dissertation research in digital signal processing and machine learning, robotics, and sensing textile design.

*2000-2002*

*Massachusetts Institute of Technology*

*Master of Science in Media Arts and Sciences*

Working in the Sociable Media Group. Developed technologies combining physical and online worlds through their different affordances and mores. Projects invented and developed include AgoraPhone, a large interactive public sculpture/phone installed in a public place with its own toll-free number for people to call and then speak from the sculpture/phone with people in the public space nearby, who can at the same time speak back with the caller in full-duplex audio; Chit Chat Club, a café for both physically present visitors and remote online visitors to hang out together, either occupying real chairs or tele-robotically controlled sculptural chairs for the remote visitors to speak, see, and hear from; TeleActor, a live actor or journalist in contact with a group of people collaborating online to instruct the remote real-world participant in what to do, as they see and hear from the perspective of the remote actor, thus playing with the control issues and responsibility relationships in remote action systems; and BuzzyWho, a mobile device that uses affective infrasound to communicate with its carrier about the nearby presence of friends as well as those people the carrier may want to avoid.

*1998-2000*

*Massachusetts Institute of Technology*

*Master of Science in Visual Studies*

The thesis, BOOM, involved the machinists and construction workers and machine presences of the Big Dig in Boston, Massachusetts. Investigations of personal identification relationships with the machines in the lives of these people and of the residents affected by the massive construction project were explored, and performances with machines as social actors were presented on site as well as later in installation settings.

Developed wearable apparatuses to address unrepresented needs: AdDress, a dress that expands to arms width circumference allowing the wearer to take up more physical space when the wearer feels intruded upon, and that has microphones and speakers in the gloves and dress connected to a UHF narrow band radio transceiver circuit facilitating a full-duplex audio link with a friend that can be kept open any time the wearer wants that connection; ScreamBody, a portable private space for screaming when the urge to scream arises at a personally or socially inconvenient time. It simultaneously silences the scream so no one in the user's immediate environment hears it, and records it for later release, where, when and how the user chooses. Also other projects in this series.

*1990-1993*

*Cornell University*

*B.F.A. Architecture, Art, and Planning May 1993*

Studied in cross-disciplinary program involving cultural studies, architecture, performance and fine arts. Exhibitions of the artists' work during these years included a room-sized book literally walking the viewer through the experience of anorexia nervosa as told by a recovering anorectic, paintings of traditionally unseen personal objects participating in subject construction, and the Influencing Machines.

## **Research & Teaching Experience**

- October 2005*  
*Oslo National Academy of the Arts* *Invited teaching residency in sound art and design*
- August 2005*  
*Design Institute* *Invited teaching residency in wearable technology design*
- January 2005*  
*Future Film Festival* *Invited speaker on technology and culture*
- November 2004*  
*Mediamatic* *Invited speaker/performer*  
Presented Blendie in performance, and Machine Therapy in a lecture for museum guests.
- October 10, 2004*  
*Negotiating Realities – New Media Art and the Post-Object* *Invited speaker/panel participant*  
Symposium curated by Christiane Paul and Zhang Ga, focusing on new media art as “post-object” and the issues this art raises about the representation of realities.
- August 2004*  
*International Symposium on Electronic Art* *Invited speaker/performer*  
Presentation of Wearable Body Organs and Machine Therapy at ISEA in Tallinn and Helsinki.
- April 2004*  
*University of Illinois, Urbana-Champaign* *Invited speaker*  
Presentation of recent work, and participation on collaborative panel discussing collaborative research between computer scientists and visual and performing artists.
- September -*  
*November 2002*  
*Metapolis* *Invited research residency in architecture focused technology*  
Guest teacher and researcher at architecture institute in Barcelona. Designed a sound communication system to run completely over the AC power lines. Worked with Metapolis students on MediaHouse exhibition for the Circulo de Bellas Artes in Madrid.
- June 2002*  
*News World Asia* *Invited speaker*  
Presentation on tele-robotic field journalism.
- 2000 - 2002*  
*Physics and Media Group* *Research Assistant*  
Worked with group on an interactive table for the UnPrivate House exhibition at MoMA, for the Flying Karamozov Brothers on systems and interactive juggling clubs for their touring show L'universe, and designed and prototyped a wearable diabetes monitor and insulin delivery system.
- 2000 - 2001*  
*Designing Sociable Media* *Teaching Assistant*  
Graduate seminar and studio class designing and implementing online social spaces.
- Dec. 31, 1999*  
*Smithsonian Institute* *Quest speaker on personal technology design and fabrication*  
America's Millennium, a national celebration planned for the capital by the White House and Smithsonian Institution, began with an opening ceremony hosted by the President and First Lady on December 31st, and then moved into the Smithsonian to explore "Future Visions" of science and technology with a panel of guest speakers.
- 1998-2000*  
*Interrogative Design Group* *Research Collaborator*  
Worked with a team on Krzysztof Wodiczko's Aegis, a wearable machine including robotic system to raise and lower wings containing large flat screen monitors and interactive video navigated with voice recognition software. Also other projects.
- 1998-2000*  
*Interrogative Design Workshop* *Teaching Assistant*  
With Professor Krzysztof Wodiczko and Edith Ackermann, taught a graduate seminar on designing technologies for fearless speech and other personal and social mainly unaddressed needs.

## Exhibitions

Solo art exhibitions at Cornell University's Olive Tjaden Gallery, and as performances/interventions in public places. Work included in group exhibitions at the Herbert F. Johnson Museum in Ithaca, New York (1994); Witte de With in Rotterdam, The Netherlands (July - September 2000); The MIT Media Laboratory in Cambridge, Massachusetts (October 2001); The Kitchen in New York, New York (December 2001); Beall Center for Art & Technology, University of California, Irvine (January 2002); with Metapolis at the Circulo De Bellas Artes in Madrid, Spain (November 2002); ISEA in Helsinki and Tallinn, Estonia (2004); Gigantic Art Space in New York, New York (2004); Millennium Museum in Beijing (2004); Scope Art in New York, New York (2005); and Goldsmiths College in London, (2005). Chosen and profiled as one of the top ten art students to watch in RES Magazine (2005). Featured in the books *Makers*: (2005) and *FAB* (2004). Working in the Physics and Media Group at the MIT Media Lab, Dobson collaborated on work with the Flying Karamozov Brothers (1999 - 2000) and for The Un-Private House exhibition at MoMA (1999). As part of the Interrogative Design Group at MIT's Center for Advanced Visual Studies, worked with Krzysztof Wodiczko on Aegis, which was featured at the Berlin Art Forum International with Gabrielle Maubrie Gallery (1999), and in the Whitney Biennial in New York (2000).

## Publications

K. Dobson, B. Whitman, D. P.W. Ellis, "*Learning Auditory Models of Machine Voices*," in proceedings of IEEE Workshop on Applications of Signal Processing to Audio and Acoustics, October , 2005.

K. Dobson, "*Wearable Body Organs: Critical Cognition Becomes (Again) Somatic*," in proceedings of ACM SIGCHI Creativity and Cognition, April 2005.

K. Karahalios and K. Dobson, "*Chit Chat Club: Bridging Virtual and Physical Space for Social Interaction*," in proceedings of CHI 2005.

K. Dobson, "*Blendie*," Proceedings of the conference on Designing Interactive Systems: processes, practices, methods, and techniques 2004.

K. Dobson, [AgoraPhone](#), Masters Thesis, Massachusetts Institute of Technology, 2002.

K. Dobson, Prosthetics Design article in journal published by Witte de With in Rotterdam called FORM or FROM.

K. Dobson, d. boyd, W. Ju, J. Donath, H. Ishii, "*Creating visceral personal and social interactions in mediated spaces*," Conference on Human Factors in Computing Systems, 2001.

J. Donath, D. Spiegel, M. Lee, K. Dobson, K. Goldberg, "*Collaborative Tele-directing*," Conference on Human Factors in Computing Systems, 2001.

M. Reynolds, B. Schoner, J. Richards, K. Dobson, and N. Gershenfeld, "*An Immersive, Multi-User, Musical Stage Environment*," SIGGRAPH International Conference on Computer Graphics and Interactive Techniques Proceedings, Los Angeles, 2001.

K. Dobson, [Boom](#), MIT Arch. Thesis, M.S. Visual Studies 2000.

T. Lackner, K. Dobson, R. Rodenstein, & L. Weisman, "*Sensory Puzzles*," in proceedings of CHI 1999, Extended Abstracts (pp.270-271) New York: ACM Press.

## Patents

Patent pending "Remote collaborative control and direction." Goldberg, Kenneth Y. , et al.