Curriculum Vitae

Catherine Griffiths
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Portfolio

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Education

2015-2020	Doctor of Philosophy in Interdisciplinary Media Arts & Practice
	Annenberg Fellow
	University of Southern California, School of Cinematic Arts, Los Angeles, USA
2009-2011	Master of Architecture in Architectural Design
	The Bartlett School of Architecture, University College London, UK
2002	Erasmus Exchange Programme, Complutense University of Madrid, Spain
2001-2004	Bachelor of Arts in Fine Art
	Camberwell College, University of the Arts London, UK

Academic Experience

2019 Spring	IML 501: Digital Media Authorship and the Archive
	Co-instructor with Virginia Kuhn, University of Southern California
2016 - 2018	IML 288: Procedural Design and Critical Thinking
	Co-instructor with David Johnson, University of Southern California
2019 Spring	IML 365: Future Cinema
	Teaching Assistant for Holly Willis, University of Southern California
2018 Fall	CNTV 101: Reality Ends Here
	Teaching Assistant for Michael Bodie, University of Southern California
2018 Fall	IML 288: Procedural Design and Critical Thinking
	Teaching Assistant for John Carpenter, University of Southern California
2018 Spring	IML 203: Media Arts and Practice Studio II
	Teaching Assistant for Evan Hughes, University of Southern California
2017 Fall	CNTV 101: Reality Ends Here
	Teaching Assistant for Jeff Watson, University of Southern California
2017 Spring	IML 230: Media Design
	Teaching Assistant for Evan Hughes, University of Southern California
2016 Fall	IML 499: Hypercinema
	Teaching Assistant for Gabriel Peters Lazaro, University of Southern California

Workshops

2019	Intro to Artificial Intelligence: Dissecting Artisanal Datasets Workshop
	STACKED Expo at Glendale Tech Week, Los Angeles
2014	Spatial Data Visualization Workshop
	Arch 599, USC School of Architecture, Los Angeles
2014	Geo Data Viz Workshop

Blindspot Initiative, Los Angeles

Exhibitions

2020	*Neurones: Simulated Intelligences*, Group Exhibition, Centre Pompidou, Paris, France
2019	*22nd Generative Art Conference*, Group Exhibition, National Etruscan Museum, Rome, Italy
2019	*Discrete Familiars*, Group Exhibition, Fort Worth Arts Center, Texas
2019	*At The Margins*, Group exhibition, Viewpoint Gallery, Society for Literature, Science, and the Arts, UC Irvine, California
2019	*iMappening*, Group exhibition, USC School of Cinematic Arts, Los Angeles
2019	*Performative Computation*, Group exhibition, Navel, Los Angeles
2018	*iMappening*, Group exhibition, USC School of Cinematic Arts, Los Angeles
2017	*Preservation*, Group exhibition (in collaboration with the art collective Ocean Earth Development Corporation), UNLV Marjorie Barrick Museum of Art, Las Vegas
2016	SLSA 2019 exhibition, Group exhibition, Society for Literature, Science, and the Arts, Atlanta
2016	*iMappening*, Group exhibition, USC School of Cinematic Arts, Los Angeles
2015	*Against Method*, Group exhibition, USC School of Cinematic Arts, Los Angeles
2014	*Blindspot Initiative*, Group exhibition, Keystone Gallery, Los Angeles
2009	*Situation Room: Technology Change/Climate Stability*, Solo exhibition (in collaboration with the art collective Ocean Earth Development Corporation), Arnolfini Centre for Contemporary Art, Bristol, UK
2007	*The Moment You Realise You Are Lost*, Group exhibition, Johann Koenig Gallery, Berlin, Germany
2007	*Home For Lost Ideas*, Solo exhibition with Dan Rees, General Public Gallery, Berlin, Germany
2007	*Muster Messe 2*, Art Fair presentation of Home For Lost Ideas project, Berlin, Germany
2006	*Sprout, Fidget, Freedom*, Group exhibition, Wolverhampton Art Gallery, Wolverhampton, UK

Review & Curation

2020	Critical Code Studies Working Group, January 20 - February 09
	Feminist Code Discussion Leader
2019	Spectator Journal 40.1
	Peer-reviewer
2018	Critical Code Studies Working Group, January 15 - February 05
	Co-organizer

PRAXIS, Exhibition & Art Talks Monthly Series
USC School of Cinematic Arts, Los Angeles, California
Co-founder and co-curator

April 2017	PRAXIS VII: Landscapes of the Anthropocene
March 2017	PRAXIS VI: Exploring Social Systems and Feelings
February 2017	PRAXIS V: Open-Source Design for Community Building
November 2016	PRAXIS IV: Media, Activism, and Imagination
October 2016	PRAXIS III: Experimental Storytelling
September 2016	PRAXIS II: Data Visualization
April 2016	PRAXIS I: Design Methodologies

2006	Dialogues of Winter Discourses of Spring, February 28 – June 06
	Co-curator of weekly series of art talks, Sparwasser HQ, Berlin, Germany

Publications - Books

2009	*Home For Lost Ideas*
	Edited by Catherine Griffiths and Dan Rees, Published by Archive Books, Berlin
	Collection of artworks and texts by 80 artists and curators
	Nomination for the Gasag Art Prize, 2008

Publications – Peer Reviewed

2019   "Computational Visualization for Critical Thinking"
Journal of Science and Technology of the Arts, Volume 11, No. 2, Special Issue (2019): 9 -17.

2019   "Approaches to visualize and critique algorithms for ethical scrutiny"
Proceedings of the 7th Conference of Computation, Communication, Aesthetics & X, Milan, Italy (2019): 156 – 163.

2019   "Visualizing Algorithms: Mistakes, Bias, Interpretability"
Abstract in Art Machines: International Symposium of Computational Media Art Proceedings. Hong Kong: City University.

2018   "Visual Tactics Toward an Ethical Debugging"
Journal of Digital Culture and Society. Rethinking AI: Neural Networks, Biometrics and the New Artificial Intelligence, Volume 4, Issue 1 (2018): 217-226.

Other Publications

2020   *Neurones: Les Intelligences Simulées*
Exhibition catalog, edited by Frédéric Migayrou and Camille Lenglois. Paris: Centre Pompidou / Éditions HYX (2020). My work 'Visualizing Algorithms Part II' is presented, 188 - 189.

2019   *Blindspot Initiative: Design Resistance and Alternative Modes of Practice*
Edited by Jose Sanchez. Los Angeles: Evolo Press (2019). My work 'Alluvium' is presented, 128 – 137.

Conference Presentations & Talks

2019   22nd Generative Art Conference. Rome, Italy, December 2019
Paper Presentation: Automata I & II: Generative art as a language of the sociopolitical

2019   Society for Literature, Science and the Arts 2019 Conference. Irvine, CA, November 2019
Paper Presentation: Transforming perspectives on machine learning through critical art practices

2019   University of Michigan, Stamps School of Art and Design. Ann Arbor, MI, September 2019
Presentation: Algorithmic Aesthetics, Critical Code, and Machine Learning Ethics

2019   xCoAx 2019: 7th Conference on Computation, Communication, Aesthetics & X. Milan, Italy, July 2019
Paper Presentation: Approaches to visualize and critique algorithms in ethically sensitive spaces

2019   Performative Computation Symposium: Interdisciplinary Programming Around AI x Improvisation, Navel LA. Los Angeles, CA, March 2019
Paper Presentation: Visualizing Algorithms: Mistakes, Obfuscation, and Latent Positions

2019   Code Collective Working Group, University of Southern California. Los Angeles, CA, February 2019
Presentation: Entry Points to Machine Learning for Artists

2019   Electronic Literature Working Group, University of Southern California. Los Angeles, CA, February 2019
Presentation: Entry Points to Machine Learning for Text and Image

2019   Art Machines: International Symposium on Computational Media Art, City University. Hong Kong, January 2019
Paper Presentation: Visualizing Algorithms: Mistakes, Bias, Interpretability

2018	Applied Computer Science Lecture Series, Woodbury University. Los Angeles, CA, September 2018 Lecture: Visualizing Algorithms
2017	Microsoft Research Design Expo: Intentional Design for Positive Cultural Impact in Mixed Reality Redmond, WA, July 2017 Project Presentation: Holographic Studio - Visualizing Ideas in Physical Space, in collaboration with Patrick Bender, Satrio Dewantono, and Keshav Prasad. Awarded Best System Design
2017	Codes and Modes Symposium: Reframing Reality, Virtuality, and Non-Fiction Media, Hunter College, CUNY. New York, NY, March 2017 Paper Presentation: From Cellular Automata to Surveillance
2016	Compositions Across/Between Edges, Surfaces, and Materialities Symposium, University of California, Los Angeles, CA, December 2016 Paper Presentation: The Computational Fourth Wall
2016	Society for Literature, Science and the Arts 2016 Conference. Atlanta, GA, November 2016 Paper Presentation: From Cellular Automata to Surveillance
2016	Technarte 2016. Los Angeles, CA, November 2016 Paper Presentation: The Computational Fourth Wall
2009	Arnolfini Centre For Contemporary Art, Artist Talk with Peter Fend, Bristol, UK 2009
2009	Archive Books, Artists Talk with Dan Rees on Home For Lost Ideas, Florence, Italy 2009
2006	General Public, Artists Talk with Dan Rees on Home For Lost Ideas, Berlin, Germany 2006
2006	Sparwasser HQ, Artists Talk with Dan Rees on Home For Lost Ideas, Berlin, Germany 2006

Professional Affiliations

Center for Society and Ethics, University of Michigan, 2020 - Present

The Humanities and Critical Code Studies Lab, University of Southern California, 2016 – 2020

HASTAC Scholar, 2016 – 2018

Awards & Funding

2020	USC PhD Achievement Award, $5,000
2019	USC Graduate Grant for Research and Writing, $5,000
2019	USC Graduate School Travel Grant, $1,500
2018	Foundation for Contemporary Arts Grant, $2,500
2017	Microsoft Research Design Expo, Best System Design Award
2015	Annenberg PhD Fellowship 2015-2020
2015	Rock Hudson Scholarship, $5,000
2008	The Elephant Trust Grant, £2,000
2008	Nomination for Gasag Art Prize
2007	Arts Council England Grant, £5,000

Curriculum Vitae

Creative Research

2020   *Visualizing Algorithms Part II*
Video Installation commissioned by the Centre Pompidou, Paris. Animation of a simple machine learning classifier built from a custom software. The piece is visualized through an expressive painterly aesthetic to bring an audience closer to the algorithm's inner landscape and process of non-human cognition.

2019   *_Evolving*
Simulation and Video Installation. Computational visualization of a genetic algorithm and the process of learning juxtaposed with cinematic scenes relating to notions of alternative intelligence building in the arts.

2018   *Visualizing Algorithms Part I: Decision Trees*
Interactive Application. Invites a user to navigate and analyze a simple machine learning classifier to overcome computational obfuscation and provide access to an algorithm, to think through questions around autonomous decision-making and transparency.

2017   *Automata I + II*
Simulation and Video Installation. Computational visualization of the underlying computational concepts used in computer vision systems. Tracing the logic of a cellular automata through to the gaze of a surveillance camera.

2016   *Cinema for Robots*
Video Installation and Interactive Application. Experiments with updating the concept of reflexivity in the arts for contemporary computational technologies, in this photogrammetry and drones.

2016   *Astray*
Interactive application. An experimental branching narrative and cinematic experience exploring the relationship between emerging affective computing technologies and human feelings of connection and disconnection.

2015   *LA River*
Animation. A procedural data visualization that juxtaposes biochemical data from the Los Angeles River, with sequences of aerial drone cinematography.

2014   *Alluvium*
Animation and Video Installation. A cinematic flow visualization of the imperceptible environmental changes to the landscape of Death Valley in California.

2013   *River Thames Multi-Register Survey: Cinematic, Biochemical, Lidar*
Animation and Video Installation. A multi-register exploration of a site in the River Thames Estuary near London, comparing how different modes of representation from the cinematic to the geomatic and biochemical, effect the notion of value of a place.

2013   *Nano-Scanning*
Animation. A data visualization proposal that recreates and speculates on biological representation and aesthetics.

Invited Juries

2019   M.Arch Technology Seminar in Artificial Hybrid-Cityscapes, University of California, Los Angeles, School of Architecture and Urban Design

2019   M.Arch Seminar in Experimental Representation, University of Southern California, School of Architecture, Los Angeles

| 2018 | M.Arch Seminar in Experimental Representation, University of Southern California, School of Architecture, Los Angeles |

Professional Experience

2014-2015	Design Consultant, Los Angeles Working with 5D Design Studio on speculative fiction scenario for Nike, and multiple projects for IMH.
2012-2013	IMH, London Consultant in engineering firm, producing engineering visualizations for marine and infrastructure applications.
2006-2009	Ocean Earth Development Corporation, Berlin/London Consultant in architecture firm. Principal Designer of pilot study in North Sea. Research at Institute of Oceanology, Qingdao, China.
2006-2008	Blackboard Films, Berlin/Los Angeles Production Assistant in independent film production company. Production Coordinator on the short film 'Pieces of Nature' shot in Frankfurt and Associate Producer on the feature film 'The LA River Project' shot in Los Angeles.
2005-2006	Sparwasser HQ, Berlin Curatorial Intern and organizer of lecture series