

# BRENDA LAUREL

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## Education

- PhD** The Ohio State University, Department of Theatre, theory and criticism, 1986. Dissertation: "Toward the Design of a Computer-Based Interactive Fantasy System."
- MFA** The Ohio State University, Department of Theatre, acting and directing, 1975
- BA** DePauw University, Speech and Theatre, *magna cum laude* and valedictorian, 1972

## Professional Experience

### 2013-now Neogaian Interactive

Consultant, speaker, independent scholar. I provide tutoring and advising for graduate and undergraduate students as well as advising, document and presentation design, and editing for professionals.

### 2013-2015 University of California at Santa Cruz

Adjunct Professor in Computational Media, Affiliated Faculty and Research Associate in Digital Arts and New Media program.

### 2006-2012 Graduate Program in Design, California College of the Arts

Founding Chair and Professor: Designed and developed a transdisciplinary MFA Design degree that combined 2D, 3D and Interaction Design. Teaching included Design Research and Thesis courses.

### 2005-2006 Sun Microsystems Laboratories

Distinguished Engineer and Senior Director: Worked as experience design lead on projects including life-sized video remote interaction and mobile devices. Co-inventor on patent granted for video-on-demand UI.

### 1999-2006 Graduate Media Design Program, Art Center College of Design

Chair and Professor: Designed curriculum and launched Graduate Media Design Program. Designed and taught year-long Super Studio in design research. Contributed to Art Center sponsorship and IP policies.

### 1996-1999 Purple Moon

Co-founder, Vice President for Design, and member of the Board of Directors for a transmedia company devoted to preteen girls. Products included CD-ROM games, website, and toys.

### 1992-1997 Interval Research Corporation

Member of the Research Staff, Technology and Culture: Produced and co-designed virtual reality project *Placeholder*. Managed a 4-year R&D program exploring the relationship between gender and technology.

### 1987-92 Consultant

Design consultant for clients including Apple, LucasArts Entertainment, Electronic Arts, Citibank, Carnegie Mellon University, Fujitsu Labs, Sony Pictures, and the Communication Research Institute of Australia.

### 1990-91 Telepresence Research, Inc.

Co-founder and President of a company for research and development in virtual reality and telepresence.

### 1985-87 Activision, Inc.

Director of Product Development, Learning and Creativity

### 1980-84 Atari, Inc.

1982-84 Member of the Research Staff, Atari Sunnyvale Research Lab

1980-82 Manager, Software Strategy and Producing Team, Home Computer Division

### 1977-80 CyberVision, Inc.

Manager, Educational Product Design: Software strategist, designer and programmer.