

JASON NELSON

Academic/Digital Writer

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ACADEMIC POSITIONS

- 2004 – Present** Senior Lecturer (British System: Associate Professor equivalent, Tenured)
Digital Art and Writing, Queensland College of Art, Griffith University, Brisbane
- 2006-07** E-Learning Fellowship, Griffith University, Gold Coast, Australia
- 2000 – 2004** Instructor, Professional and Creating Writing, Bowling Green State University, Ohio
- 2011-2014 Board Member (digital art/writing), Literature Board, Australia Council**
- 2011-Current Board Member, Electronic Literature Organization**, eliterature.org
- Founder and Editor, NetPoetic.com, Digital Writing Portal**, netpoetic.com (archived)
- Founder and Contributing Editor, HyperRhiz New Media Cultures hyperrhiz.net**

EDUCATION

- 2013** PhD, Interface and Digital Writing, Griffith University
- 2000** MFA, Poetry (concentration on New Media Art), Bowling Green State University
- 1993** BA, Cultural Geography, Asian Studies and English Minors, University of Oklahoma

DIGITAL WRITING PORTAL <http://www.secrettechnology.com>

GRANTS/COMMISSIONS

- Digital Writing and Art Grant, **125,000** (total grant including in-kind and staff hours), Australia Council of the Arts, 2014 <http://www.cubecryptext.com>
- Research Infrastructure Grant, **120,000** (to equip an Interactive media and writing lab), Australian Research Fund, 2014-15
- Researcher Grant, **4,000** (to develop a poetry robot), Griffith University, 2015
- Individual Artist Grant, **6,500** (development and travel to show an Interactive digital fiction/poetry game at the National Library of France in Paris), Arts Queensland, 2013
- Turbulence Grant, **5,000 USD** (created an interactive digital story game), NYC, 2013
- Collaborative Research Grant, **10,000** (to research the intersection of digital arts and writing for mobile devices), Griffith University, 2012
- Flood Mosaic Artwork*, Floodlines Exhibition, **12,000**, (to create a collaborative interactive story exhibition based on the public's experiences), State Library of Queensland, 2012

Signs, Signs, Signs and other Machinima video poem artworks, **10,000**,
Dark Neon outdoor projection art project, Swell Sculpture Festival, Gold Coast, 2011

Regional Arts Development Fund, Gold Coast, **12,000**, *Digiquarium Digital Art Performance*, Surfers Paradise Festival, 2010

AWARDS

Short-Listed for a Fulbright Fellowship in Interactive Writing at the University of Bergen (recipients announced in January, 2016)

New Media Art/Writing Prize, IF Book, UK, People's Choice Award, 2015

Finalist, Premiere's Book Awards, Western Australia, Digital Narrative Category, 2014

Winner Jury Award (top peer-review score) Annual Electronic Literature/Art Conference Exhibition, West Virginia University, 2012

Finalist, Biennale Internationale des poètes en Val de Marne, Winner of the Media Art Prize, Paris, France, 2011

Finalist, Webby Award, 2011

The first Artist-In-Residence at the Edge, Technology and Innovation Centre, State Library of Queensland, Brisbane 2010

Winner Interactive Fiction Category, *Bomar Gene*, 4th International Prize Ciutat de Vinaròs on Digital Literature, University of Barcelona, Spain, 2010

Winner of the Media Poetry Prize, *Countries of an Uncomfortable Ocean*, Biennale Internationale des poètes en Val de Marne, Paris, France, 2009

Winner Webby Award for my art portal *Secrettechnology.com*
"the Oscars of the web" International Society for Digital Arts, New York City, 2009

Wittenoom, Winner of the Newcastle Media Poetry Prize, Australia, 2009

Winner First Annual Pan-Literary Awards, *This is How You Will Die*, *Drunken Boat Journal of Digital Theory and Practice*. Connecticut State University, 2008

Finalist for the New Media Award, *I Made This. You Play This. We Are Enemies*, Cream Festival, Japan, 2008

Winner First International Prize for '*Digital Poetics*' in Ciutat de Vinaròs on Digital Literature, La Universitat, Universitat Oberta de Catalunya, 2006

Pandemic Rooms, Finalist, The Harries National Digital Art Awards, Australia

SELECTED EXHIBITIONS AND PUBLICATIONS

2015

The Bafflement Fires (interactive fiction using a game engine), New Binary Press, Ireland

Entropic Texts (interactive digital poem), ISEA, Vancouver, CA

Poetry Robot (Roomba Robot modification with sensors and projectors), ELO Exhibition, Berge, Norway

NomenCluster and Cryptext, QUT's The Cube (giant touch screen space), Brisbane
<http://www.cubecryptext.com>

Dispersed Digital Writing Project, (Each section of this project will exist on different portals),
Turbulence (NYC, NY), HyperRhiz, (Maryland, US), Hermeneia (Barcelona, Spain),
DeLux Media (Sydney, AU), BleuOrange (Quebec, CA) and others.

The Required Field, E-Poetry Exhibition, and FILE 2015 Sao Paulo, Brasil

2014

Writer in Residence, Digital Writing Grant, Australia Council of the Arts and the
Queensland University of Technology

Digital Music and Media Creativities, Book Chapter, Co-Authored with Andrew Brown,
Routledge, UK

Camberlands, Digital Poem, New River Journal of Writing, Virginia Tech University

Speech to Text Poetry, Cordite Review, Melbourne, Australia

2013

Textual Skyline, Overland Literary Journal, University of Melbourne.

Two interactive works for tablets, **One Fiction and One Poetry**, Digital Writing
Exhibition, Electronic Literature Organization, **National Library of France, Paris**

Uncontrollable Semantics 2, Interactive **Literature/Art Exhibition, MLA Conference**,
Chicago, Illinois

Game-Fiction Video Art, The Game Show, **Brick Theater and Exhibition Space**,
Brooklyn, NY

Digital Poetry Solo Exhibition, **Counterpath Press Gallery, Denver, Colorado**

Game, Game, Game and again game, Art-Game Exhibition, QUT Art Gallery, Brisbane

Scrape Scraperteeth, **Vectors Game Writing Exhibition and Conference, Toronto**

Hemerticon, Portuguese Translation, INPUT: Human-Computer Interaction Exhibition,
Sao Paulo, Brasil

Digital Music and Media Creativities, Co-Authored with Andrew Brown, a chapter in a
Routledge book by Pam Burnard

2012

Jury Prize, Fiction/Poetry digital works, Exhibition, ELO Conference, West Virginia

Retrospective, Ten Digital Art/Writing Works, Exhibition, ELO Conference, West Virginia

Messages for our Future, **Digital Poem on the tsunami. Collaboration with the Media Response Team, Tohoku, Japan.** Japan Foundation, Sydney, Australia

Flood Mosaic Artwork, Floodlines Exhibition, State Library of Queensland, Australia, **Grant: 12,000**

Nothing You Have Done Deserves Such Praise, **Turbulence New Media Art**, New York, New York **Grant: 5,000**

Textual Skyline, ELMCIP Conference on Remediating the Social Exhibition, Edinburgh, Scotland, **New Media Scotland**

Signs, Signs, Signs and other Machinima video poem artworks,
Dark Neon outdoor projection art project, Swell Sculpture Festival,
Gold Coast, Queensland, Australia, **Grant: 10,000**

Webby Award, Nominated, New York, New York

Branching, Branch, Branch, **Cordite Poetry Review**, Sydney, Australia

2011

Scrape Scraperteeth, **San Francisco Gallery of Modern Art**, California

Graphoe, German Translation Version, KARAWA.NET

Digital Primera Soledades 2.0 No Moderno Artificio, Spain

Evidence of Everything Exploding, Currents Exhibition 2011, New Mexico

City Forest: Video Art, Origination Digital Art Project, Surfers Paradise, Queensland

Sydney's Siberia, 2011 - Electronic Language International Festival exhibition, Sao Paulo, Brazil
<http://www.file.org.br/>

This is how you will die and Game, Game, Game and again Game, ELO, Electronic Literature Organization Collection 2. MIT, Massachusetts Institute of Technology,
<http://collection.eliterature.org/2/>

2010

game, game, game and again game, translated into French, **bleuOrange | revue de littérature hypermédiatique**, Quebec, Canada

Digiquarium Digital Art Performance, Surfers Paradise Festival, **funded by a 12,000 grant from the Regional Arts Development Fund**

Wide and Wildly Branded, Wittenoom, Sydney's Siberia, Leonardo Electronic Almanac, **Massachusetts Institute of Technology**

The Edge River Cinema Poetry Projections, **The Edge New Media Space**, State Library of Queensland

Machinima Exhibition, **Queensland University of Technology**, Creative Arts Precinct, Four Videos created with Machinima software

Evidence of Everything Exploding, **Cyberhuman Forms Exhibition, UAVM Gallery**, Fonlad, Digital Art Festival, Brasil

Evidence of Everything Exploding, ELO AI Exhibition, **Brown University**

Evidence of Everything Exploding, I Made This. You Play This. We Are Enemies, The Start Show, **Ontario College of Art and Design**

Sydney's Siberia, Drunken Boat Journal of Digital Theory and Practice. Issue 21, **Connecticut State University**

Sydney's Siberia, **Festival of Digital Art**, WebArt Exhibition, Brasil

Sydney's Siberia, **Screengrab Award Finalist**, James Cook University, Queensland

I Made This. You Play This. We Are Enemies, **Chico Art Net: a juried exhibition of net art** from California State University, Chico

2009

Bomar Gene, **4th International Prize Ciutat de Vinaròs on Digital Literature**, Winner Fiction Category, Barcelona, Spain

Countries of an Uncomfortable Ocean, **Biennale Internationale des poètes en Val de Marne**, Winner of the Media Poetry Prize, Paris, France

Webby Award (the Oscars of the web) for my art portal Secrettechnology.com

Whittenoorm, Winner of the **Newcastle Poetry Prize**, Australia

Game, Game, Game and again Game and I Made This. You Play This. We are Enemies **Featured at the Poetry International Festival**, Rotterdam, Netherlands

Gold Coast Canopy, **Gold Coast City Art Gallery**, Dark Room, Gold Coast, Queensland

I Made This. You Play This. We Are Enemies. **Prospectives.09 Festival**, Sheppard Gallery, Reno, Nevada

I Made This. You Play This. We Are Enemies, **BME Exhibition, Australia National University**, Canberra, Australia

I Made This. You Play This. We Are Enemies, **Cream Festival, Finalist for the New Media Award**, Japan

Game, Game, Game and Again Game, and *This is How You Will Die*, accepted for **the 2nd ELO Collection, MIT and University of Maryland**.

Endings Eventually End: 25 Doomsday Countdowns, co-written by Davin Heckman,

The New River Journal of Digital Art and Writing, **Virginia Tech University**

Alarmingly these are not lovesick zombies and game, game, game and again game, Wired for Games art exhibition, **Pinnacles Art Gallery**, Townsville, Australia

2007-08

Game, Game, Game and again Game, Art of Play Exhibition, **Case Western University**

Endings Eventually End: 25 Doomsday Countdowns, New River Journal, **Virginia Tech**

Component Shift: revolutions between the valley walls, **The Tech Museum, San Jose**

Between Treacherous Objects and Uncontrollable Semantics, BOOM 2007 International New Media Arts Festival, **National Taiwan University of the Arts**

Game, Game, Game., Digital Power Poetry, **Kala Institute, Goa, India**

Between Treacherous Objects, Gallery for the IV, 11th International Conference Information Visualisation, **Zurich, Switzerland**

Dimension is Night is Night, When Pressed, **Collected Works Gallery, Melbourne, Australia**

Between Treacherous Objects, CGIV 4th International Conference Computer Graphics, Imaging and Visualization, **Bangkok, Thailand**

Vholoce: Weather Visualizer, Curated Exhibition, The Trouble with the Weather: A Southern Response, **University of Sydney (UTS), Sydney**

Game, Game, Game and again Game, **International Digital Arts: 2007 Exhibition: The Vernacular Terrain**, Brisbane

MAXXI -Museo Nazionale delle Arti del XXI Secolo in Rome. Net Artwork *Uncontrollable Semantics* accepted into the permanent collection

Game, Game..., CAC, Computer Art Congress, CAC Exhibition, **Mexico City. Mexico**

ISEA, New Media Art Exhibition, Singapore

Commission for Interactive Artwork and Second Life Artwork, **The Tech Museum**, and TheTechVirtual, **Santa Clara, California**

Commission for Net Artwork, **The University of Colorado** and Subito Press.
Game, Game..., Chico Net Art Open, **California State University**, Chico, California

The Poetry Cube, New River Journal, **Virginia Tech University**, Virginia

Major review, retrospective and interview in the journal, **The Iowa Review Web, The University of Iowa**

2006

Shorts films for portable devices, The 4thScreen: A Global Fest of Art & Innovation for Mobile Phones, **NYC Museum of the Moving Image, New York City**

How the Sun Works, Best Australian Poetry Anthology, University of Queensland Press

An Introduction to the Study of Hypnotism, Algorithmic Art, **Queensland University of Technology (QUT) Brisbane**

Explode this Explode, Net-Art Juried Exhibition, **Diverse Works Gallery, Houston, Texas**

Hermeticon, Juried Exhibition, **Electrofringe New Media Art Festival**, Newcastle, Australia

Dreamaphage Versions 1 and 2, Print and CD for distribution to major research libraries and university courses, **ELO (Electronic Literature Organization) 2006 Anthology**

The Bomar Gene, Net-Art Juried Exhibition, **School of Art and Design, Michigan University**

Pandemic Rooms. Curated Online Exhibition, **Extrapolations, Cleveland, Ohio**

This is How You Will Die, First Annual Pan-Literary Awards, Drunken Boat Journal of Digital Theory and Practice. **Connecticut State University**

Pandemic Rooms, Finalist, **The Harries National Digital Art Awards**

This is How You Will Die, Demonstration Hall Exhibition, **Ideas Festival, Brisbane**

Hymns of the Drowning Swimmer, Peer-Review, Juried Special Edition on New Media Poetics, **Leonardo Electronic Almanac, Massachusetts Institute of Technology**.

This is How You Will Die, *The Bomar Gene*, and *Pandemic Rooms*, **Rhizome Artbase, The New Museum (New York City)**.

2005

Hermeticon: Pop Spell Maker, HyperRhiz: New Media Cultures, Issue One, **Washington University, Vancouver, Washington**

The Bomar Gene, **ACM Multimedia 2005 Interactive Art Program**, Sponsored by ACM SIGMM, SIGGRAPH, and SIGCOMM, Singapore

Promiscuous Design, **Digital Visions, Juried Net-Art Exhibition, University of British Columbia (UBC)**

Promiscuous Design, The 2005 Web Biennial, Istanbul Contemporary Art Museum

Hermeticon: Pop Spell Maker, **Scan: Journal of Media Arts Culture Gallery**, Peer-Reviewed, Media Department, Macquarie University

The Bomar Gene, Finalist Exhibition, **International Digital Arts Awards**, sponsored by Creative Industries Queensland University of Technology (QUT), and Queensland Health, QUT Brisbane

First International Prize for the work '*Digital Poetics*' in **Ciutat de Vinaròs on Digital Literature, La Universitat, Universitat Oberta de Catalunya**

2004 and Previous:

Ohio Arts Council Grant, New Media Art, \$5,000.

Conversation, Poems that Go, Featured Work for the Sound Issue.

<http://www.poemsthatgo.com/gallery/spring2003/conversation/index.htm>

Digital Visions, a juried virtual on-line exhibition, **University of British Columbia**.

Three works accepted. http://ontherundesign.com/Artists/Jason_Nelson.html

Epimone, New Media Art Collection, Madrid, Spain. Three new media works chosen for their online gallery, <http://www.meltemi.info/epimone/>.

2003 International Digital Arts Awards, *Panhandle* selected as finalist,

<http://www.internationaldigitalart.com/IDAA/idaa.html>

Lancaster Film and New Media Festival, United Kingdom, Sponsored by Folly.co.uk,

This will be the end of you series, July, 2003.

Locomotive and Creatures, Bathhouse Literary Journal, Eastern Michigan University,

<http://www.emunix.emich.edu/~bhouse/>, Spring 2003.

Nine attempts to clone a poem and *Frostbite*, *Reconstruction: an interdisciplinary culture studies journal*,

<http://www.reconstruction.ws/> Spring 2003.

Panhandle and *Superstitious Appliances* selected for **Digitalis 2: The Spiritual in Digital Art** Juried gallery show, The Evergreen Cultural Centre, British Columbia, Canada.

This will be the end of you: play 1: chemistry **Slope Editions**, New Media Issue,

www.slope.org, Spring 2003.

This will be the end of you: play 3: and the last machine with moving parts,

Slope Editions, New Media Issue, www.slope.org, Spring 2003.

This will be the end of you: play 4: within, within, Slope Editions, New Media Issue,

www.slope.org, Spring 2003.

This will be the end of you: play 7: genetic code, Bathhouse Literary Journal, Eastern Michigan University,

<http://www.emunix.emich.edu/~bhouse/>, Spring 2003.

This will be the end of you: play 6: four variable creation, *inflect: a journal of multimedia writing*,

<http://www.ce.canberra.edu.au/inflect/>, Spring 2003

This will be the end of you: play 9: curious to know, *inflect: a journal of multimedia writing*,

<http://www.ce.canberra.edu.au/inflect/>, Spring 2003.

2002 Seattle Poetry Festival, HYPER POETRY & ERGODIC/INTERGRAMMATIC POETRY, four New Media works selected for their juried gallery exhibit.

Color, *Esocentric*, Gender and Technology, George Mason University,

chnm.gmu.edu/ematters/issue6/body_current.html, Spring 2002

Daisy Cutter, TAParts gallery, <http://www.taparts.org/Digital.cfm>, Fall 2002.

In an Unrelated Sequence Comes, *nmediac*, Journal of New Media and Culture,

<http://www.ibiblio.org/nmediac/winter2002/>, Winter 2002.

Panhandle, *Beehive Hypertext/New Media Journal*, Vol. 5, Issue 1,

beehive.temporalimage.com/bee_core/, Summer 2002.

Plush, *BoomerangUK: Internet Literature*, Issue 5,

www.boomeranguk.com/, Spring 2002.

Plush, The Blue Moon Review, Special Issue The Edge Effect,
www.thebluemoon.com/coverley/Blue2/index.shtml, Summer 2002.

Superstitious Appliances, *ctheory: journal of multimedia*, *Wired Ruins Issue*
<http://ctheorymultimedia.cornell.edu> 2002.

Superstitious Appliances, Electronic Literature Organization 2002 Symposium Gallery,
www.eliterature.org/state/work-NelsonJ.shtml

Superstitious Appliances, nmediac, Journal of New Media and Culture,
<http://www.ibiblio.org/nmediac/winter2002/>, Winter 2002.

This will be the end of you: play15, in indestructible ping-pong ball, Whalelane: writing, visuals, hybrids,
<http://www.whalelane.com/>, Fall 2002.

Diseases of the Horse: Vesicular Stomatitis, 3rdbed New Media Gallery, www.3rdbed.com/NewMedia, Spring 2000

Diseases of the Horse collected hypertexts, The Little Magazine, <http://www.albany.edu/~litmag/vol222/> Winter 2000.

Eleven (16) Occurrences of the Number Four, 3rdbed New Media Gallery, www.3rdbed.com/NewMedia, Fall 2001.

Frostbite Furtherfield.org: Online Writing and Art gallery,
<http://www.furtherfield.org/jnelson/index.html> Fall 2001.

Gorgeous Oaks, Cauldron and Net, New Media journal,
www.studiocleo.com/cauldron/volume2/, 2000.

Heliopod: Poetry Project Immedia 2001, University of Michigan, Art Exhibition.

In an Unrelated Sequence Comes, Soundtoys Artist Gallery,
www.soundtoys.net/a/newwork/jasonnelson/, Summer 2001.

In an Unrelated Sequence Comes, 3rdbed New Media Gallery, www.3rdbed.com/NewMedia, Spring 2001.

Machine Poems, Burning Press Online Gallery, <http://www.burningpress.org/gallery/gallery.html> Fall 2000.

Moving Furtherfield.org: Online Writing and Art gallery,
<http://www.furtherfield.org/jnelson/index.html> Fall 2001.

Nine Attempts to Clone a Poem, Poems that Go, Inspiration Link,
<http://www.poemsthatgo.com/links.htm> **Fall 2001**.

Series Poems, 3rdbed New Media Gallery,
www.3rdbed.com/NewMedia, Fall 2001.

SIGGRAPH 2001, Multimedia Design Conference,
Selected as participant in an Interactive Multimedia Project.

Tracing, NowCulture, Online Writing and Art Magazine, www.nowculture.com, Spring 2001.

Tracing, The Lite Show, MIT Gallery Finalist, <http://www.liteshow.org/gallery.html> fall 2001.

SELECTED LECTURES/WORKSHOPS and ARTIST RESIDENCIES INVITED AND DISTINGUISHED

Digital Literature Talk and Workshop (tele-video) Soledades, Madrid, Spain
<http://soledadesdospuncocero.com/>

Digital Poetry Talk and Panel (tele-video) Chile, Universidad de las Artes ciencias y Comunicacion
and University of Surrey

MLA Electronic Literature Exhibit (tele-video) Artist Talk and Creation of Collaborative Digital
Literary work based on contributions from attendees. Seattle, Washington

Digital Literature Workshops, Library Hack Project, State Library of Queensland.

Artist Talk and Workshop, University of Western Sydney.

Lecture for Lori Emerson's Electronic Literature Course (tele-video) University of Colorado

The Lock-Up Gallery, Artist Residency, Newcastle, Australia

The Edge New Media Space, State Library of Queensland, Artist Residency

University of Mary Washington, Electronic Literature Lecture

ELO Conference, Brown University

ELO Conference, Vancouver

Keynote Speaker, E-Poetry Conference, Barcelona, Spain

BME Exhibition, ANU, Canberra Australia.

University of Colorado, Electronic Literature Lecture

Speaker, Power Poetry Conference, Goa, India

AUC Conference, Net Art talk, Brisbane

Keynote Speaker, Paris University VII, E-Poetry Symposium

Keynote Speaker, Launch of ELO headquarters, U of Maryland, MITH

Reading and Workshop, Rutgers/New Jersey Institute of Technology

Keynote Speaker, AUTOSTART, University of Pennsylvania

Keynote Speaker, University of West Virginia, Bios Conference

Distinguished Lecture Series, Sponsored by New Media Design and the
Department of English, Workshop and Lecture, UCLA

Writers Lecture Series, Department of English, Workshop/Lecture, University of Miami

Netbehaviour Artist Residency, Arts Council of England/Furtherfield.org

Invited Speaker and Panelist, Creativity and Industry Symposium, UTS

Distinguished Scholar Program, Reading/Workshop, Brown University

Artist Reading and Workshop, Poetics Program State University of New York, Buffalo

PAD Conference, ELO and the University of California at Santa Barbara

ENDS