# Jon Chambers

New Orleans
jon_chambers@sbcglobal.net
jonchambers.net

## Education

**MFA, New Media Arts, University of Illinois at Chicago, Chicago, 2012**

**BFA, Sculpture, Grand Valley State University, Allendale, MI, 2005**

**Summer Study Abroad, Kingston University, London, England, Summer 2003**

## Solo Shows

***The Practical Applications of Networks to the Body,*** International Museum of Surgical Science, Chicago, April-May 2019

***Everything Is Text,*** Comfort Station, Chicago, 2014

***RAZR: Left Over Mythologies of the Best Selling Clamshell Phone***, The Milk Factory, Chicago, 2013

## Group Shows

***Personal Action, Public Display: A Balcony of Video Game Art,*** Hyde Park Art Center, Chicago, 2020

***Moving_Image_00:05,*** Heaven Gallery, Chicago, 2019

***I Was Raised on the Internet,*** Museum of Contemporary Art, Chicago, 2018

***UMW Media Wall,*** University of Mary Washington, Fredericksburg, VA, 2018

***Being, enough,*** Chicago Artist Coalition, Chicago, 2017

***Ethno / graphic,*** Chicago Artist Coalition, Chicago, 2016

***Activate,*** Downtown Chicago, 2016

***Athens Digital Arts Festival***, Athens, Greece, 2016

***r4w.ERR.b1t5!,*** TCC, Chicago, 2016

***What Happens When...***, Powrplnt, New York City, 2016

***Post-Nature, Tele-Ecologies Pt. 2,*** ACRE gallery, Chicago, 2015

***DAAC @The Fed,*** The Fed Galleries at KCAD, Grand Rapids, MI, 2015

***Post-Nature, Tele-Ecologies,*** ACRE gallery, Chicago, 2015

***Suite,*** Palmer House, Chicago, 2015

***Terms of Service,*** UICA, Grand Rapids, MI, 2015

*Please Stand By,* ACRE TV Screening, Internet and MANA Contemporary, Chicago, 2014

*The Wrong- New Digital Art Biennale,* Internet, Organized in São Paulo, Brazil, 2013

*#Programa La Plaza,* Medialab-Prado, Madrid, Spain, 2013

*Error<415>,* Internet, ArtPadSF, San Francisco, CA, 2013

*[STREET_TEAM:NYC],* The Met in NYC, Internet, Davis, CA, 2012

*Torch Song: UIC MFA Thesis Exhibition,* Gallery 400, Chicago, 2012

*Screenology: UIC New Media Arts Exhibition*, Jackman Goldwasser Catwalk Gallery @ Hyde Park Art Center, Chicago, 2011

## Residencies

*p5.js Contributors Conference,* Carnegie Mellon University, Pittsburgh, Aug. 13-18 2019

*International Museum of Surgical Science,* Chicago, Dec. 2018 - May 2019

*ACE Hotel,* Chicago, 2018

*HATCH Projects @ the Chicago Artist Coalition* 2016-17

*ACRE*, Steuben, WI, July 2014

*Media Archeology Lab*, Boulder, CO, May 2014

## Writing/Publications

p5,js 1.0 Contributors Zine. 2020

The Uncanny Space Between Networks, Interfaces and Bodies: A blog post I wrote for the International Museum of Surgical Science about the references/inspiration/research surrounding the work in my residency capstone show "The Practical Applications of Networks to the Body". 2019

The Hole Black Hole catalog published by Flatland Gallery in Chicago. 2019

## Press

What is NFT art? Quoted in Chicago Tribune article, 2021

The Wild West of Electricity Interview on Fnews Magazine.

The Spectre of Surveillance: Terms of Service at UICA on art-hack.org

Dig Up Dead Tech At The Media Archaeology Lab on vice.com

Review for my solo show *RAZR: Left Over Mythologies of the Best Selling Clamshell Phone* by: Jenyu Wang on the Chicago Artist Writers blog

## Awards

School of the Art Institute of Chicago Faculty Enrichment Grant 2020-21 for a solar powered web server project I'm developing.

## Teaching and Professional Experience

**Instructor, School of the Art Institute of Chicago, 2014-Present**

Media Practices: a freshmen level class that teaches students how to utilize and develop skills with various moving image techniques, while screening contemporary and historical examples and reading relevant texts. These techniques range from using a 16mm Bolex camera to creating animated GIFs and webpages.

New Media Crash Course: This Introductory course focuses on screen-based new media works, their historical contexts and their specific aesthetics and theoretical concerns. Students gain an understanding of the emerging cultures and histories of new media through lectures and workshops, while creating their own weekly projects. Interactive, game, networked and web-based technologies are introduced from the perspective of media art making and history.

Data and The Networked Body: Through a combination of lectures and workshops, this class explores how data has been used, both historically and contemporaneously, to control, manipulate and influence the body and how artists, writers and activists have responded to issues of privacy, representation, gender and identity. Students will consider how the physical body is reduced to data, surveilled and analyzed through our online behavior, mobile devices, CCTV, 3D scanning, computer vision and machine learning algorithms. Topics include media consumption, surveillance, climate change/global warming, labor, the anthropocene, representation, gender and identity, intimacy, sustainability, and how the physical body fits into the increasingly digitally networked world.

Dynamic Information Visualization: Investigates design concepts of information visualization design and reworks those within the context of interactive emerging media platforms. This is an advanced course allowing students to develop experimental interactive projects exploring and questioning affordances, ethics and promises offered by new media as providers of immediate experiences and radically new solutions to communication. We will work with a variety of data sets— from self-generated data to data produced by large-scale systems— juxtaposing individual perspectives with big-data views. Students will learn and apply techniques to develop interactive data visualization projects.

**Adjunct Professor, University of Illinois at Chicago, 2017- Present**

Introduction to New Media Arts: A studio based course that provides an overview of the theories and practices of New Media Arts. Students learn fundamental practices of electronic arts including but not limited to circuit design, basic to intermediate electronics, hacking, and programming for interactivity. Through hands on workshops, students will explore basic electronic techniques and use of programmable microcontrollers (Arduino) to control interactive art, sound, light, and environments. Students are also introduced to and are encouraged to draw inspiration from various artists and their work through lectures rooted in the history, theory, and current practices of responsive and new media art. This course encourages experimentation, research, and copy<it>right ethics through sharing sources, skills, and insights on a class blog and IRL.

Introduction to Creative Coding: A studio based course that introduces students to computer programming with an emphasis on creative design and data visualization. Students learn techniques to translate raw data into compelling audio and visual projects. Through readings and

discussions, the course also unpacks the roles data plays in our lives. Composing a series of projects throughout the semester, students experiment and develop their own strategies to creatively write code. Students complete the class with technical skills that will lay the foundation for more advanced programming, scripting, and web development. Students are also introduced to and are encouraged to draw inspiration from various artists and their work through lectures rooted in the history, theory, and current practices of responsive and new media art. This course encourages experimentation, research, and copy<it>right ethics through sharing sources, skills, and insights on a class blog and IRL.

Game Play: This hands-on course offers an exploration of contemporary art works constructed as games. Games represent a rapidly emerging medium, the history of which must be analyzed through the lenses of art history, new media studies, and game studies in order to be fully contextualized. Students will discuss methods by which game authors extend the visual traditions and conceptual ideals of contemporary art into the gaming medium. In this course, students will gain the technical skills needed to create their own games and participatory projects. Students will play and analyze games in order gain an understanding of their frameworks and programmatic strategies. The course is intended to incite an active and critical perspective on contemporary game practices in art.

**Adjunct Professor, University of Chicago, 2020**
Embodied Data and Gamified Interfaces: We produce caches of data within our networked lives, from social media interactions to mass surveillance systems, mostly to the benefit of corporate or state entities. The aesthetics of many of these interfaces uses gamification as a guise to data collection, relying on dopamine rushes from "winning" likes, shares, and views to keep us coming back. Through a combination of lectures and workshops, we will explore data and games as artistic mediums and how they interface and exchange with each other. We will look at how the physical body is reduced to data, surveilled and analyzed through our online behavior, mobile devices, computer vision and machine learning algorithms. Students will learn how to incorporate the aesthetics of this embodied data into 2D and 3D gaming spaces, while considering how the physical body fits into the increasingly digitally connected world.

**Adjunct Instructor, Northwestern University, 2016-2017**
Computer Code as Expressive Medium: A senior to graduate level class that introduces the expressiveness of computing to visual artists. Students learn the basics of the open sourced software Processing to create their own tools for interaction, animation, game design, movement, and form. Students are encouraged to establish interdisciplinary collaborations stemming from their own field of research, while thinking critically about these software spaces. In addition to weekly code assignments, we explore various games and digital art works via lectures along with assigned readings.

Designing for the Internet: This studio course covers the principles of graphic design as they apply to the interactive world of the web. Sensitivity to the visual elements of online interfaces is developed through analysis of existing site designs. HTML and CSS are introduced along with software such as Dreamweaver, Sublime Text, Photoshop and the mobile framework Bootstrap. Students eventually conceive and create their own web-based project.

**Adjunct Professor, University of Illinois at Chicago, 2014-2015**
Info Aesthetics: an interdisciplinary research studio utilizing an Interdisciplinary Research Studio methodology to research and generate new concepts in civic innovation for the city of Chicago. Multidisciplinary student teams consider the city as a resource (data & research) and lab (exploration & prototyping) for translating data into fully activated projects or proposals for civic services or critical social interventions.

**Freelance 2012-Present**
Freelance jobs include designing and developing websites and custom game development using Processing.

**Web Developer, UIC, Chicago, 2012-2015**
> Worked as a front-end web developer for the College of Architecture, Design and the Arts at UIC. My responsibilities included: HTML and CSS development, light PHP/MySQL development, light JavaScript development, Drupal development, and Custom CMS development.

**Research Assistant, Electronic Visualization Laboratory, UIC, Chicago, 2011-August 16, 2012**
> Was EVL webmaster and responsible for audio and video documentation of EVL's research projects. Specific activities included: worked with a back-end web developer to redesign EVL's website look and function; experimented with and learned JavaScript, jQuery, CSS3, and HTML5; made an EVL interactive timeline with jQuery; made touch-screen applications using Processing for Cyber-Commons, a 20-foot LCD tiled display wall with PQ Labs touch overlay; learned 3D video workflow; documented projects created by EVL faculty, staff and students. My experience at EVL enabled me to think more about how humans interact with technology in new ways, especially involving the Internet.

## Talks, Workshops, Projects

**Presenter and Co-organizer of Processing Community Day in Chicago, Chicago 2019**
> I co-organized the Processing Community day in Chicago and will be presenting a workshop on interactive narrative web-based applications

**Artist Talk, Apple Store, Chicago 2018**
> January Arnall moderated a conversation with Jeremy Bailey and me about our work and collaboration for the MCA show *I Was Raised on the Internet*

**Artist Talk and Demo, School of the Art Institute of Chicago, Chicago, 2017**
> Gave an artist talk and 3D scanning demo for Hope Esser's *Core Studio* class at the School of the Art Institute of Chicago.

**Artist Talk and Workshop, School of the Art Institute of Chicago, Chicago, 2016**
> Gave an artist talk and HTML/CSS workshop for Christopher Meerdo's Photography class at the School of the Art Institute of Chicago.

**Dorkbot, Chicago, 2015**
> Discussed and gave a demo of work from my solo show *Everything Is Text*.

**VIA Festival Chicago, 2014**
> Presented live visuals for the VIA Festival in Chicago. This festival pairs visual new media artists with musicians to create an experimental laboratory.

**Artist Talk, School of the Art Institute of Chicago, Chicago, 2013**
> Gave an hour artist talk for Marlena Novak's *Experimental 3D* class at the School of the Art Institute of Chicago.

**Presenter, Mobile Processing Conference, Chicago, 2013**
> Presented a workshop on the basics of Processing, while setting up attendees with the Android SDK in order to work in Android mode with Processing.

## Other

**Juror for the Art Gallery at the SIGGRAPH Conference, 2019**
> Was part of the review and selection process of submissions for the SIGGRAPH Art Gallery

**Offsite Reviewer For SIGGRAPH Conference, 2017**
    Reviewed projects submitted to the SIGGRAPH conference.