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Jay David Bolter is Co-Director of the New Media Center and Wesley Professor of New Media in the School of Literature, Communications, and Culture at the Georgia Institute of Technology. His work with computers led in 1984 to the publication of <u>Turing's Man: Western Culture in the Computer Age</u>, a book that was widely reviewed and translated into several foreign languages. Bolter's second book, <u>Writing Space: The Computer, Hypertext, and the History of Writing</u>, published in 1991, examines the computer as a new medium for symbolic communication. Together with Michael Joyce, Bolter is the author of Storyspace, a program for creating hypertexts for individual use and World Wide Web publication. Recent books include: <u>Remediation</u>, written in collaboration with Richard Grusin, which explores the ways in which new digital media, such as the World Wide Web and virtual reality, borrow from and seek to rival such earlier media as television, film, photography, and print; <u>Windows and Mirrors, Interaction Design, Digital Art and the Myth of Transparency</u>, written in collaboration with Diane Gromala, which examine the impact of digital art on new media and computer interface design. Bolter is now working closely with Prof. Blair MacIntyre on the use of augmented reality to create new media experiences for informal education and entertainment.

Educational Background

B.A.	Greek	1973	Trinity College, University of Toronto
M.S.	Computer Science	1978	University of North Carolina
Ph.D.	Classics	1977	University of North Carolina

Employment History

Visiting Assistant Professor, Classics, UNC	1978, 1979–1980
Assistant Professor, Classics, UNC	1980–1987
Associate Professor, Classics, UNC	1987–1991
Adjunct Associate Professor, Comp. Science, UNC	1988–1991
Professor, LCC, Georgia Institute of Technology	1991–present
Joint Professor, College of Computing, Georgia Tech	1993–present
Welsey Professor of New Media, Georgia Tech	2000-present

Publications

Books
Bolter, Jay David & Gromala, Diane. <u>Windows and Mirrors: Interaction Design, Digital Art and the Myth of Transparency</u>. Cambridge, MA: MIT Press, 2003.

Bolter, Jay David & Grusin, Richard. <u>Remediation: Understanding New Media</u>

Cambridge, MA: MIT Press, 1999.

Bolter, Jay David, <u>Writing Space: The Computer, Hypertext, and the Remediation of Print.</u> Second Edition [substantial revision] Lawrence Erlbaum, Mahwah, NJ, 2001 [also editions translated into Japanese and Italian]

Bolter, Jay David, <u>Turing's Man: Western Culture in the Computer Age</u>. Chapel Hill: University of North Carolina Press, 1984, xii + 264 pp. (republication in England by Duckworth and Penguin). [translations in German, Polish, Dutch, Spanish, Italian]

Papers, chapters in books; encyclopedia articles; edited volumes; etc.

Jay David Bolter, "Critical Theory and the Challenge of New Media" in <u>Eloquent Images: Word and Image in the Age of the New Media</u>, ed. By Mary E. Hocks, and Michelle R. Kendrick. Cambridge MA: MIT Press, 2003: 19-36

Jay David Bolter, "Theory and Practice in New Media Studies," in Gunnar Liestol, Andrew Morrison, and Terje Rasmuussen, <u>Digital Media Revisited:Theoretical and Conceptual Innovations in Digital Domains</u>. pp. 14-34. MIT Press Cambridge Mass, 2003.

B. MacIntyre and J. D. Bolter, Single-narrative, multiple point-of-view dramatic experiences in augmented reality. <u>Virtual Reality</u> (2003) 7: 10-16

Bolter, Jay David. "Formal Analysis and Cultural Critique in Digital Media Theory," <u>Convergence</u>, 8,4 (Winter 2002): 77-88.

Bolter, Jay David, "Remediation and the Desire for Immediacy" <u>Convergence</u>, 2000.

Bolter, Jay David and Michael Joyce, "Ourselves own images: post-hypertextual and new media" in <u>The Future of Narrative Discourse</u> edited by John Pagnucci, a special edition of <u>Works and Days (Vols. 17 & 18)</u>, Summer, 2000.

Bolter, Jay David, "Identity [and the Internet]" in <u>Unspun</u>, edited by Thom Swiss, New York: NYU Press. 2000. pp. 17-29.

Bolter, Jay David, "Information Technologies and the Future of the Book" in <u>Literacy: An International Handbook</u>, edited by Daniel A. Wagner, Richard L. Venezky, and Brian V. Street. Westview Press. 1999 pp. 457-461,

Bolter, Jay David, "Hypertext and the Question of Visual Literary" in <u>Handbook of Literacy and Technology</u>, edited by David Reinking et al. Lawrence Erlbaum. 1998.

Bolter, Jay David, "The Rhetoric of Interactive Fiction," in <u>Texts and Textuality</u>, ed. by Philip Cohen, 1998.

Bolter, Jay David, "Die neue visuelle Kultur," in <u>Telepolis</u> 2 (June, 1997) pp 84-91.

Bolter, Jay David, "Virtuelle Realität und die Epistemologie des Körpers," <u>Kunstforum</u>

Vol 132 (January, 1996) pp. 85-89.

Bolter, Jay David, "Das Internet in der Geschichte des Schreibens," in <u>Mythos Internet</u>, ed. by Stefan Münker and Alexander Roesler. Frankfurt: Suhrkamp Verlag, 1997 pp. 37-55.

Bolter, Jay David, "Die soziale Konstruktion von Telepolis," in <u>Stadt am Netz</u>, ed. by Stefan Iglhaut, et al. (Berlin: Bollman, 1996), pp. 71-82.

Bolter, Jay David, "Virtual Reality and the Redefinition of Self" to be published in <u>Communication and Cyberspace: Social Interaction in an Electronic Environment</u>, edited by Lance Strate et al., Cressskill: N.J. Hampton Press., 1996. pp 105-120.

Bolter, Jay David, "Virtual Reality, Ekphrasis, and the Future of the Writing" in <u>The Future of the Book</u>, ed. by Geoffrey Nunberg, Berkeley: UC Press, 1996) . pp 253-272.

Bolter, Jay David & Richard Grusin, "Remediation," in <u>Configurations</u>, 1996 (3) pp. 311-358.

Bolter, Jay David, "Schuld und Verantwortung in einer vernetzten Kultur," in <u>Das Böse</u>, edited by Florian Rötzer et al. Göttingen: Steidl Verlag, 1995, pp 358-372.

Jay Bolter, Larry F. Hodges, Thomas Meyer, and Alison Nichols, "Integrating Perceptual and Symbolic Information in VR," <u>IEEE Computer Graphics and Applications</u> (July, 1995), pp 8-11.

William Ribarsky, Jay Bolter, Augusto Op den Bosch, and Ron van Teylingen, "Visualization and Analysis Using Virtual Reality," <u>IEEE Computer Graphics</u> (January, 1994), 10–12.

Bolter, Jay David, "Authors and Readers in an Age of Electronic Texts," in <u>Literary Texts in an Electronic Age: Scholarly Implications and Library Services</u>, edited by Brett Sutton. Graduate School of Library and Information Science at the University of Illinois at Urbana Champaign, 1994. pp. 7-19.

Jay David Bolter & Kenneth Knoespel, "Word and Image in Multimedia," in <u>Multimedia: Systems Architectures and Applications</u>, edited by J. L. Encarnaçâo and J. D. Foley. published by Springer Verlag (Berlin: 1994), pp 237-253.

Bolter, Jay David, "Alan Turing," entry in <u>Encyclopedia of Language and Linguistics</u> (1994).

Bolter, Jay David, "Hypertext and the Classical Commentary," in <u>Accessing Antiquity: The Computerization of Classical Studies</u>, ed. by Prof. Jon Solomon, University of Arizona Press, 1993, 157–171.

Bolter, Jay David, "Hypertext and the Rhetorical Canons," in <u>Essays on Rhetorical Memory and Delivery</u>, ed. by Fred Reynolds, Erlbaum and Associates, 1993, 97–111.

Bolter, Jay David, "Alone and Together in the Electronic Bazaar," <u>Computers and Composition.</u> 10,2 (April, 1993), 5–17.

Bolter, Jay David, "Locus: A Computer Program for Topographic Writing," <u>CACJ</u> 6,2 (Winter, 1992), 15–23.

Bolter, Jay David, "Literature in the Electronic Writing Space" in <u>Literacy Online: The Promise (and Peril) of Reading and Writing with Computers</u>, ed. by Myron Tumon, Pittsburgh University Press, 1992, 19–42.

Bolter, Jay David, "The Computer, Hypertext, and Classical Studies," <u>American Journal of Philology</u>, December, 1991, 541–545.

Bolter, Jay David, "The Shapes of WOE," in <u>Writing on the Edge</u> 2,2 (Spring, 1991), 90–91.

Bolter, Jay David, "Topographic Writing: Hypertext and the Electronic Writing Space," in <u>Hypermedia and Literary Studies</u>, ed. by Paul Delany and George P. Landow. MIT Press, Cambridge, Mass: 1990, 105–118.

Bolter, Jay David, "Beyond Word Processing: The Computer as a New Writing Space," <u>Language and Communication</u> 9(2/3) (1989), pp. 129–142.

Bolter, Jay David, "Text and Technology," <u>Library Resources and Technical Services</u> 31(1) (January/March, 1987) 12–23.

"Alan Turing," <u>Collier's Encyclopedia</u>.

Bolter, Jay David, "Glossa: A system for computer–assisted study of foreign language texts," <u>Interactive Learning International</u> (Summer, 1986).

Bolter, Jay David, <u>L'Année Philologique</u>, main editors: Juliette Ernst, Viktor Poeschl and William West, Vol. 54. Paris: Societé d'édition Les Belles Lettres, 1985. [Bolter's office was responsible for about 20% of the entries in this bibliography]

Bolter, Jay David, "The Computer in a Finite World," <u>Computer Law Journal</u> 6,2 (Fall, 1985), 349-356.

Bolter, Jay David, "The Idea of Literature in the Electronic Medium," <u>Topic</u> 39 (Fall, 1985): 23–34.

Bolter, Jay David, "Books and Readers in the Electronic Library," <u>The Bookmark</u> 54 (1985): 23–30.

Bolter, Jay David, "Information and Knowledge: The Computer as a Medium of Humanistic Communication," <u>Federation Reports</u> 8,1 (January/February, 1985), 1–8.

Bolter, Jay David, "Artificial Intelligence." <u>Daedalus</u> 113 (1984): 1–18.

Bolter, Jay David, <u>A Concordance to Arrian</u>, in collaboration with Philip Stadter. Chico, California: Scholars Press, 1984. 10 microfiche.

Bolter, Jay David, "A Greek and Latin Computer at Chapel Hill," <u>Revue de l'Organisation internationale pour l' étude des langues anciennes par ordinateur</u> No. 1–4 (1982): 53–57.

Bolter, Jay David, "Friedrich August Wolf and the Scientific Study of Antiquity," <u>Greek, Roman, and Byzantine Studies</u> 21 (Spring 1980): 83–99.

Software

Hypertech, developed by Jay David Bolter, Susan Liebeskind, Kirk Pennywitt, and a team at GTRI. [Bolter's contribution 33%]
Storyspace, developed by Jay David Bolter, John B. Smith, Michael Joyce and Mark Bernstein, Eastgate Software, 1990. [Bolter's contribution 50%]

Keynote Addresses and Lectures

Numerous (>100) lectures and keynote addresses in the United and Europe.

Conference Presentations with Proceedings

Blair MacIntyre, Jay David Bolter, and Maribeth Gandy, "Presence and the Aura of Meaningful Places" Presented at Presence 2004, October 13-15, 2004. Valencia, Spain.

Coelho, Enylton Machado, MacIntyre, Blair, and Julier, Simon (2004) "OSGAR: A Scene Graph with Uncertain Transformations" To appear in International Symposium on Mixed and Augmented Reality (ISMAR04), November 2-5, 2004, Washington, D.C., USA. [Bolter's contribution 5%]

Blair MacIntyre, Maribeth Gandy, Steven Dow, and Jay David Bolter. "DART: A Toolkit for Rapid Design Exploration of Augmented Reality Experiences." To appear at conference on User Interface Software and Technology (UIST'04), October 24-27, 2004, Sante Fe, New Mexico. [Bolter's contribution 5%]

Steven Dow, Blair MacIntyre, Maribeth Gandy, and Jay David Bolter. "Prototyping Applications for the Physical World Using Integrated Capture/Playback Facilities." To be presented as a demo at UbiComp (UBICOMP04), September 7-10, 2004, Nottingham, U.K. [Bolter's contribution 5%]

MacIntyre, Blair; Bolter, Jay David; Vaughn, Jeannie; Hannigan, Brendan; Gandy, Maribeth; Moreno, Emanuel; Haas, Markus; Kang, Sin-Hwa; Krum, David and Voida, Stephen, "Three Angry Men: An Augmented-Reality Experiment in Point-of-View Drama." In *Proceedings of 1st International Conference on Technologies for Interactive Digital Storytelling and Entertainment* (TIDSE 2003), Darmstadt, Germany, March 24-26 [Bolter's contribution, 20%]

MacIntyre, Blair, Bolter, Jay David, Moreno, Emmanuel, and Hannigan, Brendan. "Augmented Reality as a New Media Experience". In *International Symposium on Augmented Reality (ISAR 2001)*, New York, NY, October 29-30, 2001. [Bolter's contribution, 20%]

Moreno, Emmanuel, MacIntyre, Blair, and Bolter, Jay David. "Alice's Adventure's in New Media: An Exploration of Interactive Narratives in New Media" (CAST'01), Bonn, Germany, September 21-22, 2001. [Bolter's contribution, 20%]

MacIntyre, Blair, Lohse, Marco, Bolter, Jay, and Moreno, Emmanuel. "Ghosts in the Machine: Integrating 2D Video Actors into a 3D AR System." In *2nd International Symposium on Mixed Reality*, Yokohama, Japan, March 14–15, 2001. [Bolter's contribution. 20%]

Bolter, Jay David, Keynote address at SIGDOC '93 held at the University of Waterloo in Canada, October, 1993. Proceedings published by ACM, 1993.

Bolter, Jay David, "Modeling Reality," in proceedings of 1990 <u>ACM Conference on Critical Issues</u>. ACM Press, 1991, 5.43–5.45.

"Mark Bernstein, Jay David Bolter, Michael Joyce, Elli Mylonas, 'Architectures for Volatile Hypertext,'" <u>Hypertext '91 Proceedings</u>, ACM, 1991, 243–260.

Bolter, Jay David, "The Book That Writes Itself: The Computer as a New Technology of Literacy," in <u>Sciences historiques, sciences du passé et nouvelles technoogies d'information</u>, CREDO, Villeneuve d'Ascq, France, 1990, 395–401.

Bolter, Jay David, "Artificial Intelligence and the History of Making Men," in Sixth International Conference on Computers and the Humanities, edited by S.K. Burton and D.D. Short, 16–17. Rockville, Maryland: Computer Science Press, 1983. [conference proceedings]

Research Awards

Fellow, Society for the Humanities, Cornell University	1986-1987
Visiting Fellow, Department of Computer Science, Yale University	1982-1983
Study Fellow, American Council of Learned Societies	1982-1983
DAAD Fellow, Universität Göttingen	1978-1979
Lewis Mumford Award for <u>Remediation</u> from the Media Ecology Association 2001	

Professional Activities

member, American Philological Association	1977–1998
member, Committee for Computer Applications, APA	1981–1983
member, Modern Language Association	1989–present
member, Database Committee, APA	1989–1991

member, ACM	1993–present
elected delegate to MLA	1995-1997
member, College Art Association	2000-present

editorial board for <u>Convergence: Journal of Research into New Media Technologies,</u> Electronic Literature Organization, and <u>Game Studies</u>.

Numerous book reviews, tenure reviews. etc.