

Kathleen Ruíz, Ph.D. abd

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Biographical Overview

Kathleen Ruiz is an internationally exhibiting media artist who creates interactive simulations, games, installations, sculpture and photography. Her work explores issues about perception, behavior, interaction and the confluence of the imaginary and the real, inviting inquiry into how conceptual constructs are built and how they serve to shape ethics and power.

Portraying the promise of technology as well as its frightening, fascinating and humorous contradictions, Ruiz poses questions about the oxymoron of virtual violence, catharsis, and desensitization in simulated space. She builds simulated and physical places where multiple viewpoints can be explored and expanded, while challenging us to simultaneously perceive perspectives of the observer, the observed and the process of observation.

Kathleen's recent scholarly and artistic work explores the innate, but oftentimes overlooked, ability to use simulation to study intentionality, multiple perspectives and potential non-colonizing approaches towards understanding and acceptance of the "other". Her work considers games and simulations as cultural artifacts reflecting how a society expresses gender, race, and behavior.

Kathleen's work is supported by grants from the Mid-Atlantic Arts Foundation Visual Arts Residency Award, Connecticut Council on the Arts Award, the New York City Department of Cultural Affairs Percent for Art Commission for permanent public art, the New York State Council on the Arts Exhibition Grant, the Experimental Television Center Grant, the National Science Foundation, the National Endowment for the Humanities, and the New York State Council on the Arts Individual Artist award. Recent work was also funded by Sony Computer Entertainment, Europe.

She has exhibited at numerous galleries, museums and alternative spaces in the United States, Mexico, Europe, South America, and Asia and her work was reviewed/published in the New York Times, Aperture, Art News, ARTI, Jornal do Brasil, The College Art Journal, The MIT Press, Reuters Video News International, Computer Graphics, Yale University Art Gallery, Wired, USA Today, arteTV, Kultur: Deutsche Welle, TeknoKultura, and others.

Current Artistic Research

* *The Other*: an interactive 3D simulation that explores the theme of multiple perspectives through different characters, each with their own viewpoint, in a dynamic environment showing how one's actions and decisions affect others environmentally, socially, and culturally.

* *Telomere*: a multimedia ballet exploring conceptions of age and agelessness in a triumph of the human spirit while the inevitable collapse of body occurs through time. "Telomere" uses the biological process of cell division as a metaphor for the life process of a prima ballerina. In an alchemic interweaving of art and science, the many aspects of aging are experienced physically, socially, psychologically, spiritually and emotionally.

* *ErGoGenic Research Group*: (co-founder), a trans-disciplinary team of artists, composers, cognitive scientists, medical doctors, psychologists, and game designers who are developing physical interfaces and bio-feedback to directly affect gameplay and interaction in games/simulations to encourage reaching and maintaining healthy levels of cardiovascular activity. This group is also working on games which aim to approach satiation through psycho/physio interaction.

* *Capability Games and Simulation*: (co-founder) an interdisciplinary group of programmers, artists, engineers, and composers who are developing interactive multimedia game simulation modules for differently abled people to help in learning basic life skills for independence through fun, repetition and engagement. Visual/auditory stimulation and memory systems are being developed in conjunction with innovative interface modalities tailored for individuals who have sustained brain injuries or who are physically and/or mentally handicapped.

* *Multi-Sensory Media Art* expanding beyond the eye/ear metaphor using olfaction, proprioception, EEG/EKG, and other emerging interfaces/delivery systems.

* *Nanosculptures*: and the interplay of macro and nano structures: The area of nanotechnology holds potential creative territory for new kinds of artistic/scientific/philosophical/environmental/medical/ethical discourse and collaboration. Evolving preliminary ideas for nano dimension projects which consider physical phenomena and new perceptive environments emerging from nanoscale research could include fascinating super-mini objects, larger frameworks for virtual and physical three dimensional "sculptures and terrains" which would act as catalysts for opening much needed thoughtful and critical dialogues.

* *Playable Art*: physically and environmentally stimulating fine art sculpture and environments for touching, hearing, seeing, climbing, jumping, exploring, imagining, and cooperating for fun, enjoyment and education.

Teaching Interests

* *Experimental Game Design*: a multidisciplinary studio arts course focusing on the creation of innovative workable game prototypes using a variety of multimedia approaches, methodologies and materials. Games are analyzed as cultural artifacts reflecting behavior, social formation, and the representation of gender, ethnicity and identity. Alternate works that go beyond existing shooter-type paradigms and emerging forms are encouraged.

* *Advanced Integrated Arts*: Open to Institute-wide Ph.D. and graduate students, this course uses integrated multidisciplinary inquiry and creative studio practice to expand inventiveness and to explore the potentials and the impacts of our own contemporary technological, scientific, social, and artistic research as it unfolds in the context of the larger world and across Arts, Cognitive Science, Science, Computer Science, Architecture, and Engineering.

* *Advanced Digital Imaging*: An upper level studio exploring individual visual arts projects contributing to culminating

experience, thesis or dissertation development. Topics and projects in creative personal expression in imaging, installation, and mixed media practices are explored drawing from issues raised in class projects. Projects in high resolution digital photography, painting, illustration, processing, printing, as well as physical assemblage, and projection are conducted.

* *Perception and Art (in formation)*

* *Nano Perspectives: Multidisciplinary Explorations in Art and Nanotechnology (in formation)*

* *Advanced Topics in Simulation (in formation)*

* *Multi-Sensory Media Art* expanding beyond the eye/ear metaphor (using olfaction, proprioception, EEG/EKG interfaces, etc.) (in formation)

Teaching/Professional

1997-present **Rensselaer Polytechnic Institute**
Department of the Arts
Troy, N.Y.

Associate Professor of Integrated Arts (2003-present)
(Assistant Professor 1997-2003)

Creating and developing undergraduate and graduate programs and curriculum in the visual and integrated arts including studio and studio/seminar courses in Advanced Integrated Arts, Experimental Game Design, Advanced Digital Imaging, Intermediate Digital Imaging, Virtual Environments, Advanced 3D Projects, Media Arts Studio, Cyberarts, Photography, Animation, Creative Design in Information Technology, and emerging genres.

Undergraduate advising and research project supervision. Graduate and doctoral thesis chairing and advisement, and coordination of graduate teaching assistants. Artistic research in interactive simulation, multisensory multimedia, motion capture, advanced digital imaging/photography, motion tracking and critical trans-disciplinary projects. Academic committee assignments within the department and in university-wide interdisciplinary curriculum endeavors, faculty and administrative searches, advisory panels and grant writing. Helped to formulate the Visual Arts and Animation Working Group to help colleagues, clinical faculty, graduate teaching assistants, and staff discuss issues and ways to improve our programs using strengths in traditional fine arts practice, digital arts practice, and emerging experimental genres.

Research and recommend hardware, software, cameras, printers and studio design. Member, Gen/Net: A Gender, Science and Technology Group. Co-authored the Minor in Game Studies at Rensselaer, and co-authored the trans-disciplinary Major in Game Simulation Arts & Science (GSAS). Recommend and co-ordinate symposia and visiting lecture series in interdisciplinary studies in the arts. Founding member of the multidisciplinary ErGoGenic Game Research Group and the CapAbility Games Research Project.

1988 - 1997 **New York University**
Department of Art and Arts Professions
New York, N.Y.

Associate Professor, part time

Helped to establish and develop the Art in Digital Media Program. Created curriculum at the graduate and undergraduate level to explore the use of computers in art making. The program is specifically designed to demystify the technology and empower the artist with the necessary skills for: two dimensional work including digital photography, painting, & printmaking, three dimensional virtual sculptural works, animated interactive installations, digital video, and innovative exploration of the computer as a tool for augmenting creative thought. Courses created and taught included: "Advanced Projects in Art and Media: Computer Art I & II," "Projects in Art and Media: Computer Art I & II," "Introduction to Computer Art", and "Digital Photography I & II". Advising students on independent study projects in digital media, Contributed on-going technical consultation for software and hardware purchases, creating interdisciplinary bridges both within the Department of Art and with other departments and schools within the University, coordinated and conducted research and development for computers in the arts, consulted in the recommendation of studio lab facilities, coordinated the guest artist/critics program, designed materials, events and web site art exhibitions to promote the work of the students of the Art in Digital Media program throughout the department, the university, and the local, regional and international community.

1991 - 1997 **School of Visual Arts**
Master of Fine Arts, Computer Art Program
New York, N.Y.

Member of MFA Faculty

Responsibilities included the creation of new curriculum, the teaching of advanced studio/seminar courses at the graduate level for students exploring digital media for artistic expression and visualization utilizing computer technology to augment

and expand artistic conceptualization. Advisement and chairing of student MFA thesis projects.

1990 - 1992 **Scholastic Software Inc.**
New York, N.Y.

Artist, animator and interface designer Projects included *Operation Frog* (Mac based interactive virtual dissection program), *Timeline* (an innovative interactive program of American history from 1492 to the present), and others.

1988 - 1991 **The Hippocrates Project**
New York University School of Medicine
New York, N.Y.

Design director of interactive medical courseware for first and second year medical school curriculum and for physician scholars including subjects ranging from EEG, psychology, neurobiology, cell biology, molecular biology (the polymerase chain reaction) and others. Research and development of animation and scientific visualization systems. Created and conducted seminars in the design and implementation of computer based courseware.

1986 - 1989 **N.Y.C. Department of Health**
Bureau of Public Health Education
Media Services Unit
New York, N.Y.

Designer/Consultant for communications promoting public health. Researched and purchased hardware and software for computer imaging and trained art staff in the use of computer systems for desktop publishing.

1981 - 1997 **Multi-media designer and consultant
for major corporate accounts and institutions**

- Citibank
- Ford
- AT&T
- Wendy's
- Exxon
- Pantene
- The Library of Congress
- New York Telephone Company
- Deloitte & Touche
- NYNEX
- IBM
- Sony
- BMW
- Waterjel
- Mattel Toys, Inc.
- The Howard/Marlboro Group
- "Cooking with Jacques Pepin"
- Broadway Theater set design for Neil Simon's "They're Playing My Song"

Selected Exhibitions/Performances

2010-2011 • The Streaming Museum, invited artist in consultation with curator, Nina Colosi for upcoming new exhibitions using interactive digital media and games in public spaces (www.streamingmuseum.org) This project uses large electronic screens in public locations in Europe, Africa, Asia, Australia, Antarctica, South America and North America as well as on the internet.

2008 - 2009 • "Simulation One" by the CapAbility Games Research Group, exhibited in the State Capitol Building at the New York State Senate Disabilities Awareness Day Tech Fair, Albany, N.Y., May 6, 2009

• Opus Igor, Albany, NY. invited artist, December 2008 to March 2009

2006 - 2007 • "Seminci Valladolid Film Festival", curated by Juan Carlos Frugone, Museo de la Ciencia, Valladolid, Spain, October 20 to 27

• "Creative Demolition: Reconstructing Culture through Innovation in Film and Video" curated by Ariella Ben-Dov and Steve Seid, with Eddo Stern and Greg Niemeyer, Vassar College Art Gallery, New York, June 17 to 24

• "Camarqo Cibernético", Camarqo, Cantabria, Bilbao, Spain, May 29 to June 2

	<ul style="list-style-type: none"> • "Codes of Culture: Video Art from 7 Continents", ArteBA, Contemporary Art Fair, Buenos Aires, Argentina, curated by Nina Colosi, (Founder of The Project Room, New York), May 19 to 24 • "FILE-RIO", Telemar Cultural Center, Rio de Janeiro, Brazil, March 20 to April 20
2005	<ul style="list-style-type: none"> • "FILE 2005", The International Electronic Language Festival Sao Paulo, Brazil, at the SESI Art Gallery, October 31st to November 20th • "Cinematic or Videomatic?", The Rhode Island School of Design Museum, 224 Benefit Street, Providence, RI., Oct. 4 to Nov. 6 • "Stunt Dummies", Interactive Multimedia Culture Expo, curated by James Tunick & Nina Colosi, The Chelsea Art Museum, 556 West 22nd St. and 11th Ave, New York City, April 14 to 23 • "This Is Not An Archive", curated by Monserrat Albores Gleason, Anna Gray, Mariangela Mendez, Center for curatorial Studies, Bard College, Feb. 6 to 20 • "Sputnik: Silent Sound", part of The Uglybeautycage project (Dialogue with John Cage) by German composer, Ralph Lichtensteiger Silence/Stories Project Feb. Uglybeautycage project (Dialogue with John Cage) performed as a concert/reading event with visual projections in Frankfurt, Germany.
2003 - 2004	<ul style="list-style-type: none"> • "GameArt", curated by the Institut für Kulturaustausch and sponsored by Sony Computer Entertainment, Völklinger Hütte, European Zentrum für Kunst und Industriekultur, Völklingen, Germany, November 21, 2003 to April 18, 2004 • InteractivA'03, Biennale of New Media and Electronic Arts, curated by Raul Ferrera-Balanquet, The Museum of Contemporary Art of Yucatan, Mexico, July 10 to September 28, 2003 • "Maniqué Marioneta", Digital Sur: Muestra y Encuentro de Art Digital Latinoamericano curated by Adolfo Schneidewind, Rosario, Argentina, August 22 to September 5, 2003
2002	<ul style="list-style-type: none"> • "File 2002: The International Festival of Electronic Art", Sao Paulo, Brazil, August 2002 • "The AVA Project: Terra Incognita", Designer, Producer, Director, The Arts Center of the Capital Region, Troy, N.Y., May 25 • "The Open Museum Net.Art @ The Irish Museum of Modern Art" curated by Arthur X. Doyle
2001	<ul style="list-style-type: none"> • "Virtual Shooter", USM Art Galleries, (solo exhibition) curated by Carolyn Eyler, Director, University of Southern Maine Art Galleries, Gorham, Me. • "Bang, Bang (you're not dead?)", online exhibition, The Samuel Dorsky Museum of Art, State University of New York, New Paltz, N.Y. • "Seizure", The Permanent Collection, The Phoebe & Belmont Towbin Wing, The Woodstock Artists Association, Woodstock, N.Y.
2000	<ul style="list-style-type: none"> • "Bang, Bang (you're not dead?)", The Phoebe & Belmont Towbin Wing, The Woodstock Artists Association, Woodstock, N.Y. Solo exhibition of multiple installations, large scale photography, video, sculpture and interactive website, July 29-October 16
1999	<ul style="list-style-type: none"> • Cut & Paste," The International Festival for Film, Video and New Media - 99, Lucerne, Switzerland • "Toys'n'Noise," The Center for Contemporary Art, Linz, Austria curated by Margarete Jahrmann & Georg Weckwerth • "Metamorphoses: Photography in the Electronic Age," Aperture, Dubuque Museum of Art, Dubuque, IA.

	<ul style="list-style-type: none"> • The Rondout Biennial, curated by Christopher Gonyea, Kingston N.Y.
1998	<ul style="list-style-type: none"> • "Sequence," permanent art commission for the NYC Department of Cultural Affairs, Percent for Art Program, The Queens Borough Public Library, Flushing, N.Y. • "Millennium Capsule," Trans Hudson Gallery, (solo show) 416 West 13th Street, N.Y.C. • "TechnoPassion", iEAR Exhibition & Performance, The Kitchen, New York, N.Y. • "Balance" Interactive Virtual Environment & Sound Performance, iEAR at The Chapel/Cultural Center, Troy, N.Y.
1997	<ul style="list-style-type: none"> • "Beyond Shelter: The Architecture of the Future" School of the Art Institute, Department of Interior Architecture, ISEA, Chicago, IL., curated by Anders Nereim and Sally Levine. • "Digital Works", Contemporary Arts Collective, Las Vegas, NV. • "Metamorphoses: Photography in the Electronic Age," Aperture, The Ackland Art Museum, Chapel Hill, N.C. • "Technoseduction," School of Art, The Cooper Union, curated by Robert Rindler & Deborah Willis, (Holly Block, Deborah Bright & David Deitcher), New York, N.Y. • Faculty/Student Exhibition, iEar Gallery, Rensselaer, Troy, N.Y. • Studio Art Faculty, New York University, 80 Washington Sq. East Galleries, New York, N.Y.
1996	<ul style="list-style-type: none"> • "Mental Picture," The Sandra Gering Gallery, (solo show) New York, N.Y., June 13- July31 • "VIDEO: Sans Titre," Galerie Froment & Putnam, (Marina Ulay, Tom Burr, Willie Cole, Ann Hamilton, Matthew McCaslin, Inigo Ovalle, Linda Post) Paris, France , Sept. 17 - Oct. 26 • "Faculty Art Show," College Art Gallery, SUNY New Paltz, New Paltz, N.Y. • "Metamorphoses: Photography in the Electronic Age," Aperture, The Philadelphia Museum of Art, Philadelphia, Pa., The Tampa Museum of Art, Tampa, Florida, The San Jose Museum of Art, San Jose, Ca. Kemper Museum of Contemporary Art & Design, Kansas City, Ms. • "The Machine Stops," curated by Brian Wallace, The Brush Art Gallery, Lowell, Mass.
1995	<ul style="list-style-type: none"> • "The Lost Dimension," The Art Gallery of Ramapo College, (solo show), Mahwah, N.J. • "Summer Outdoor Sculpture Show," Elena Zang Gallery, Shady (Woodstock), N.Y. • "Diverse Group/One Direction," Apex Gallery, New York, N.Y. • "Metamorphoses: Photography in the Electronic Age," Aperture, Blaffer Gallery, University of Texas, Houston, Texas • "Art as Signal: Inside the Loop," @art/ Leonardo web gallery, and the University of Illinois, Urbana-Champaign, Ill. • "Re-inventing the Emblem," Yale University Art Gallery, New Haven, Ct. • "Group Selections," Satellite deCompression Gallery, The Arizona Center, Phoenix, Arizona • "Breaking Ground: Images for the New Millennium," Ramapo College of N.J. • "Nature and Technology," Shirley Fiterman Gallery, City University of New York, N.Y. • "Enumerated Repositories", Parco Gallery, Kichijoji, Tokyo, Japan
1994	<ul style="list-style-type: none"> • "InsideOut," deCompression Gallery, (solo show) Phoenix, Arizona • "Metamorphoses: Photography in the Electronic Age," Aperture, The Museum at Fashion Institute of Technology, New York, N.Y. • "The Great Linear Space Mystery," Mills Pond Estate Gallery, Smithtown Arts Council, St. James, N.Y. • "From Drawing to Montage," The Computer Museum, Boston, Mass. • "Page 4", 450 Broadway Gallery, New York, N.Y. • "The Nielsens Don't Live Here Anymore," Central Arts Collective, Tuscon, Arizona

- "From Drawing to Montage," The Museum at Parson's School of Design, New York, N.Y.

1993

- "1,000 Drawings," Artists Space, New York, N.Y.
- "New Directions '93," Barrett House Gallery, Poughkeepsie, N.Y., curated by Adam Weinberg of the Whitney Museum of American Art
- "SculptureFest 1993," Woodstock, Vermont
- "Summer Salon Show," Robert Morrison Gallery, New York, N. Y.
- Socrates Sculpture Park, NY92/50 Long Island City, N.Y.
- "No TV/Movies," Visual Studies Workshop, Rochester, N.Y.
- "Axelgrease," Squeaky Wheel, Buffalo Media Resources, Buffalo, N.Y.

1992

- "Selected Group Works," Robert Morrison Gallery, New York, N. Y.
- "Day Without Art," photoprojections, Lehman College Art Gallery, New York, N. Y.
- "Interplay: Dissolving the Boundaries," Rosenberg Gallery, New York University, N.Y.
- "Multi Media Grunderzeit," University Wuppertal, Germany (traveling to Offenbach, Braunschweig, Kassel, Karlsruhe, Stuttgart, Munchen, Leipzig, Berlin, & Hamburg)
- "16th Annual Small Works," juried by Arnold Glimcher director of Pace Gallery, 80 Washington Square East Galleries, New York, N.Y.

Presentations/Interviews/Reviews/Journal Articles/Curatorial

"Cyberfeminism: ethics of our technologies: HIS-tory, HIS-toy", by Kathleen Ruiz
College Art Association, New Media Caucus, in "Feminism and New Media Art: Hot or Not?", Moderators: Katherine Behar & Silvia Ruzanka, Featured Speakers: Terry Berkowitz, Jillian Hernandez, Diane Ludin, Jillian McDonald, Prema Murthy, Stephanie Rothenberg, Kathleen Ruiz, and Miriam Tola. Hunter College, MFA Studio Building 450 West 41 Street, N.Y.C., February 12, 2011

"Conceptual Constructs: Creative Collaborators as Philosopher Scholars " by Kathleen Ruiz, at CASE (Center for Architecture Science and Ecology) in conjunction with Associate Professor Anna Dyson, Skidmore, Owings and Merrill, 14 Wall Street, New York, NY., November 19, 2010

Invited member of the **Advisory Board for the Center for Children and Technology**, Education Development Center in New York City. 2010

"Intermingling of Creative Cross Disciplinary Endeavors in Arts and Cognitive Science" by Kathleen Ruiz, with Assistant Professor of Cognitive Science Mei Si, Ph.D., in Advanced Integrated Arts, West Hall 210, Nov 11, 2010 and Dec 2, 2010

"The Task of the Artist/Philosopher/Scholar: Contributing to the Cultural Imagination" presentation to Microsoft Research Team by Associate Professor of Integrated Arts, Kathleen Ruiz, abd Ph.D. in conjunction with John Kolb and Rensselaer Science researchers 8:00am CIBS, Oxbridge Room in BioTech November 2, 2010.

"Kathleen Ruiz: Artistic Research and Applied Socially Oriented Research and Relevant Selected Student Research", by Kathleen Ruiz, presentation to Craig Mundie, CEO of Microsoft Research 1:30pm EMPAC November 2, 2010.

"Intermingling of Creative Cross Disciplinary Endeavors in Arts and Computer Visualization" by Kathleen Ruiz, presentation and workshop in Professor Barb Cutler's Visualization class, Amos Eaton Hall, Rensselaer, Oct. 6, 2010.

"Students of Advanced Integrated Arts Trans-disciplinary Endeavors" by Associate Professor of Integrated Arts, Kathleen Ruiz. Presentation at CASE / Center for Architecture Science and Ecology, NYC, Oct. 15, 2010.

Ruiz, Kathleen. **Consuming and Archiving in Conservación del Arte Electrónico ¿Qué Preservar y Cómo Preservarlo?** Hofman, V. and Rozo, C. eds., Apuntes **Taxonmedia**, Buenos Aires, Argentina, pgs. 71-73, 2009. (An essay re-contextualizing Digital Art from within a culture of consumption, including the consumption of culture itself.)

Ruiz, Kathleen. **Philosopher Artists**, a blog for doctoral students and Ph.D.s in the arts to discuss issues, ideas and processes in artistic research leading to innovative contributions to knowledge. The dialogs will explore the ability of advanced artist-scholars to uniquely and simultaneously explore poiesis (making), techne (craft), and episteme (knowledge). 2009- present

Wands, Bruce. "Art in the Digital Age". **Thames and Hudson Ltd.**, UK., 2007

"Physically Interactive Gaming: What Appeals to Adolescent and Undergraduate Women?" by Julie G. McIntyre, Sybillyn Jennings (The Sage Colleges) and Kathleen Ruiz (Rensselaer Polytechnic Institute) at the **Interacting with Immersive Worlds Conference in Brock University**, St. Catharines, Ontario, June 4-5, 2007

"Simulation and Empathy" invited guest artist/ lecturer at the Games-Simulation-Conflict, **Tech/Action Conference Bard College**, Annandale-on-Hudson, May 19, 2007

"Flash Stories", co-curated an international on-line exhibition of short study flash projects from my Rensselaer Intermediate Digital Imaging students and students at the University of **Zhaoqing, Guangdong Province, China**.
From China: http://zquart.tomrchambers.com/flash_stories.html
From the US: <http://www.arts.rpi.edu/~ruiz/IDIflashstoriesp07/idi/index.htm> May 2007

"Video Juegos y El Cine", invited artist and panelist, **Seminci Valladolid Film Festival, Valladolid, Spain** with Roman Gubern, Professor of Cinema History at the UCLA and University of Madrid; Margarita de la Vego-Hurtado, Director of the Robert Flaherty Film Festival; Hipolito Vivar Zuirita, Professor of New Technologies at the Complutense University of Madrid; Eusebio Sanchez Blanco, Professor of Fine Arts at the University of Salamanca, and Luis Marin Arias, Chair of Cinema at the University of Valladolid, October 24, 2006

"Camargo Cibernético", invited artist/panelist, **Camargo, Cantabria, Bilbao, Spain**, May 29 to June 2, 2006

"Impressions of China", co-curated an international on-line exhibition of Rensselaer and **University of Zhaoqing** students, <http://www.arts.rpi.edu/public%5Fhtml/ruiz/public%5Fhtml/IDI%2Dspring2006/ss6.html> May 2006

Heartney, Eleanor and Gopnik, Adam. Heiferman, Marvin, ed. **"City Art: New York's Percent for Art Program"**. Merrell Publishers, 2005, pgs. 78-79.

Langston, Bonnie. "Thinking Inside the Box", (review of "This is Not an Archive," exhibition at **Center for Curatorial Studies at Bard College**) The Kingston Freeman, Feb.11, 2005, Living, pg. 1.

Work featured in the ACM **SIGGRAPH**, panel "Audio for Animators: A Sound Production and Editing Panel", by music composer, Sarah Plant, Oct 18, 2005.

"Future Applications of Immersive Displays, 3D Visualizations, & Live Image Processing" Keynote panelist with Michael Naimark, Luke DuBois, & Jaanis Garancs at the Interactive Multimedia Culture Expo at **The Chelsea Art Museum**, April, 16, 2005

"Interactive 3D works for the Arts & Scientific Visualization", featured artist in the panel discussion at the Interactive Multimedia Culture Expo at **The Chelsea Art Museum** with fellow artist, Jean-Marc Gauthier. April 15, 2005

Freudenberger. Sylvia. **ArteTV**, "GameArt" (in the arts-series Metropolis), European culture television. Jan.10, 2004

"Blended Realities: Creativity, Simulation, & Art", guest artist/lecturer, the **University of Richmond**. sponsored by the Mathematics and Computer Science Department, and the University of Richmond Museums, Marsh Gallery, Richmond, Va., September 14, 2004

Kolb, Bettina. **Deutsche Welle Kultur** DW-TV, television interview, "Stunt Dummies", Volklinger, Germany, Nov. 21, 2003

Brienschenk, Astrid, **SWR** Sudwesterundfunk, television interview, "Stunt Dummies", Volklinger, Germany, Nov. 21, 2003

"Conditions of Engagement in Game Simulation: Contexts of Gender, Culture and Age" by Ralph Noble, Kathleen Ruiz, Marc Destefano, Jonathan Mintz. Published in print and on the web and presented at **Level Up, the 1st International Conference of the Digital Games Research Association (DiGRA), the University of Utrecht, The Netherlands** November 4 – 6, 2003.

Verwirrung zum Mitmachen, Kultur, **Deutsche Welle**, November 25, 2003

Figueroa, Heidi Sarriena, Ph.D. "Lo político en Interactiva '03", **TeknoKultura**, Ciencias Sociales de la Universidad de Puerto Rico, Recinto de Río Piedras, Puerto Rico. August 1, 2003,

Navas, Eduardo, "InteractivA", **NetArtReview**, August 7, 2003

LatinArt.com, **Interactiva'03**, July, 2003

Whitney ArtPort, **The Whitney Museum Portal to Net Art**, Interactiva
<http://artport.whitney.org/resources/netartexhibitions.shtml>

Ruiz, Kathleen. "Imaginary Homelands: Reconstituted Narratives in the Digital Landscape", **The Photography Quarterly**, #85, Vol. 20, No.4. 2003. http://www.rpi.edu/~ruiz/essays/imaginary_homelands/index.html

"The Significance of Game Art in Contemporary Culture", guest artist/ lecturer, **European Zentrum für Kunst und Industriekultur**, Völklingen, Germany, November 20, 2003

"Stunt Dummies and Hieronymus Bosch's, The Seven Deadly Sins", Guest Artist/ Lecturer, the **Museum of Contemporary Arts Yucatan**, Merida, Mexico, July 14, 2003

New York Foundation for the Arts, Selection panelist 2003

Nanda, Samira. "The Ava Project" **Reuters Video News** interview June 28, 2002, Reuters, 3 Times Square, New York City.

Gitahy, Ana Carolina. "Dancando com um avatar", **Jornal do Brasil**, June 24, 2002, pg. 1-3

"Interação entre real e virtual", **Jornal do Brasil**, June 24, 2002, pg. 3.

"Uma bailarina feita de bits ENTREVISTA / Kathleen Ruiz", **Jornal do Brasil**, June 24, 2002.

Dean, Katie. "May I Have This Avatar?" **Wired**, June 14, 2002. <http://www.wired.com/news/culture/0,1284,52986,00.html>

Curated "Imaginary Homelands: Reconstituted Narratives in the Digital Landscape", **The Center for Photography**, Woodstock, N.Y., November 2 to Dec.22, 2002. Presented associated lecture series.

"The AVA Project: the Camaraderie of Invention", Guest Artist/Scholar, Bridges II: Collaboration, Communication, Convergence, **The Banff Centre**, Banff New Media Institute, and The University of Calgary in collaboration with the Annenberg Center for Communication at the University of Southern California, October 4, 2002

File 2002: The International Festival of Electronic Language, Guest Artist/Scholar, Sao Paulo, Brazil, "Terra Incognita: Human Nature/Technology, The AVA Project", August 10, 2002

The Kaatsbaan International Dance Center, Tivoli, N.Y. Residency April, 2002

"Virtual Shooter", **All Things Considered**, Maine Public Radio interview with Charlotte Renner, Portland, Maine, March 15-16, 2001

"Digital Art/changing Paradigms" Guest Artist/Scholar, **University of Southern Maine Art Gallery**, Gorham Me., March 15, 2001

"Virtual Violence: Does our recreation re-create us?", Panelist, **University of Southern Maine, Luther Bonney Auditorium**, Portland, Me., March 14, 2001

"Alternative Gaming Paradigms: Redefining Design, Theory, and Gaming for OnlineGames", Panelist, **The International Web3D Conference, Heinz-Nixdorf Museumforum**, Paderborn, Germany, Feb 22, 2001

"Blown Away: Seduced by Video Games", Allen Dammann, **Casco Bay Weekly**, March 8, 2001, Portland, Me.

"Multimedia Installation Blurs Line Between Virtual and Real", **Rensselaer Campus News**, October 2, 2000.

Kornblum, Janet. "'Bang' offers not too violent alternative", eBriefing, **USA Today**, Sept. 19, 2000, pg. 3D.

"Bang, Bang (You're Not Dead?)", Electronic Arts at Rensselaer, **Rensselaer Magazine**, Sept. 2000, pg. 5.

Brown, Steven, **PC Gamer**, Eyewitness News, "But is it Art?", Aug 31, 2000

World OnLine, "Een pacifictische 3D-shooter?", Aug 8, 2000

Pisani, Francis, "Disparar para resucitar", **ElPais Digital**, August, 2000

Dean, Katie. "Bang Bang you're not dead", **Wired**, Aug. 30, 2000
<http://www.wirednews.com/news/culture/0,1284,38314,00.html>

Wilson, Beth Elaine, "The Mind's Eye", **Chronogram**, 8/2000, pgs. 28-29.

Gray, Andrew. "New Fashioned Shoot 'em Up", **Chronogram**, 8/2000, pg. 63.

Stoeva, Petia. "Media artist targets violence", **The Poughkeepsie Journal**, July 28, 2000, pgs. 4F-5.

Piperato, Susan. "Artist Takes on Culture of Violence", **The Woodstock Times**, July 27, 2000, Vol. 27, no. 30.

The Saugerties Post Star, "Bang, Bang, (you're not dead?) Art Display at WAA", July 7, 2000.

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Education

European Graduate School of Interdisciplinary Studies, EGS, Media and Communication, Switzerland, abd Ph.D., (est. 2012)

New York University, Studio Art/Digital Media, Master of Arts, 1988

State University of New York at New Paltz, Bachelor of Science cum laude, 1974

Awards/Commissions

- "CapAbility Games Grant from The Center for Disability Services, Albany, N.Y., 2008
- National Endowment for the Arts, The Arts on Radio and Television Grant Co PI, Arts section with Linda Lewit and Film Arts Foundation 2007
- National Science Foundation, "Acquisition of System for Multi-Site Networked Motion Capture and Visually Immersive Laboratory for Social and Behavioral Research." Senior Project Personnel, award number 0521297, 2005

- Sony Computer Entertainment, Europe, 2004
 - New York State Council on the Arts, Individual Artist Grant, 2002
 - Experimental Television Center Finishing Funds Grant, 2002
 - New York State Council on the Arts, Electronic Media and Film Exhibition Grant, 2001
 - University of Southern Maine, Visiting Artist Grant, 2001
 - Robert & Barbara L. Bachner Grant, 2000
 - Percent for Art, New York City Department of Cultural Affairs, Department of Design and Construction, 1998
 - The State of Connecticut, Commission on the Arts, 1998
 - Mid Atlantic Arts Foundation Visual Arts Residency Program Grants Award, 1995
 - Vermont Council on the Arts, 1993
 - Experimental Television Center Residency, 1992
 - Artist Space, Artists Grant, 1991
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