

Alicia M. Gibb
2030 10th Street
Boulder, CO 80302
(917) 328-2489 amgibb@gmail.com

Research Interests

My research objectives stem from a mixture of technology, cultural studies, education, artists and industry. It addresses the usage of microcontrollers in art and user-centered design, particularly with the medium of information, including educational settings and creative environments embedded with ubiquitous computing.

Education

Pratt Institute

MLIS Library and Information Science 2008

MS Art History 2009

University of Wisconsin-Milwaukee

Bachelor of Art Education 2004

Library Media Specialist Certificate 901 2004

Thesis

New Media Art, Design, and the Arduino Microcontroller: A Malleable Tool 2010

Masters of Science in Art History, Pratt Institute

Citations

Shaik, Murtaza Hussai. Arduino Tool: For Interactive Artwork Installations. International Conference on Computer Science and Software Engineering CSSE. IEEE, 2011. <http://arxiv.org/pdf/1202.1953.pdf>

Employment

Open Source Hardware Association *Boulder, CO* *2012-Present*

Executive Director: Founded the pending non-profit organization, the Open Source Hardware Association to educate people about the benefits of producing and using open source hardware. Manage the volunteers, documentation, and the day to day work of the young organization. Write articles and talks surrounding open source hardware and assist in open source hardware events.

University California San Diego *San Diego, CA* *2011-2012*

Visiting Professor: Developed physical computing curriculum and taught both the lecture and lab section for the intro and advanced physical computing courses in the Visual Arts Department at UC San Diego. The course was offered to all undergrad students as an elective, so the course was developed to be flexible to consider student's prior knowledge with electronics and programming.

Bug Labs *NY, NY* *2008-2011*

R&D Lab Director: Head of the Research & Development Lab at Bug Labs, called the Test Kitchen. Usability and HCI engineer in web design and product development. Conducted research, prototyped new pieces of hardware, and developed user-centered design practices. Worked on projects with IDEO, MoMA, Humana, National Science Foundation, Open Hardware Summit, Maker Faire and internal research efforts.

Brooklyn Public Library *Brooklyn, NY* *2008*

Special Projects Intern: Researched environments for libraries, communal spaces and work spaces. Researched library blogs and conducted Web2.0 outreach and website usability. Worked on data visualization models for marketing and continued this research for an open source database project.

Pratt Institute *Brooklyn, NY* *2007-2008*

Information Science Graduate Assistant: Assist Dr. Walczyk in his current research, including media ecology, cultural informatics, usability and human-information behavior. TA for the Usability course, Physical Computing course using Morae, Processing, and Arduino programs in the Cultural Informatics Lab. Assisted with an Information Architecture project for the National Cancer Institute.

Pratt Institute

Brooklyn, NY

2007-2008

Art History Graduate Assistant: Assisted Dr. Kurtz and Dr. Edwards in prepping and teaching undergraduate classes, gave exams and graded papers.

Windlake Elementary School

Milwaukee, WI

2004-2006

Library Media Specialist: Created and directed 3 school libraries in an urban Milwaukee setting. Planned and taught all library classes kindergarten through fifth grade. Also accepted extra positions: IT support, Math specialist and voluntarily held after school ballet classes.

Grants

NSF Small Business Innovation Research (SBIR) Phase I

2011

Principal Investigator

PhysBUG: Modular BUGBook Activities for Teaching Physics

Awarded from the National Science Foundation

Gallery showings

Design as Media

Chelsea Art Museum

2008

Shown as part of a presentation by Dr. David Walczyk was version 1.0 of the Green Flaneur project, then entitled "Poe: Man of the Crowd", created with Processing, and the LEGO Light Grid, created with an Arduino, 256 LEDs, Max7219 display drivers, and transparent LEGO blocks. Poe: Man of the Crowd was conceived and executed by myself and Dr. David Walczyk; the LEGO Light Grid was created by myself and Becky Brauer. This showing was a demonstration of artistic endeavors through cultural studies and the Do-It-Yourself movement.

Curatorial Experience

Head Curator: Art, Design, and the Arduino: A Lineage

2010

NYCResistor: New York, NY

Art, Design, and the Arduino: A Lineage was an international art and design show based on my thesis, New Media Art, Design, and the Arduino Microcontroller: A Malleable Tool. The show exemplified art pieces that used a derivative of the Arduino modified for both purposes of form and function. Board modifications, which were often done by the artists or designers themselves, were shown alongside their artwork. In addition to the works of art, the history of the Arduino board itself was also presented in a lineage, starting with the original prototype

Head Curator: Art of the Game

2008

NYCResistor: New York, NY

Art of the Game was conceived while playing and hacking on video games. Video game design itself is regarded as an art. Many creative attributes have been remixed to popular and historical games, as both a cultural critique and as an aesthetic expression. I curated Art of the Game to bring together a mixture of sculpture, photography, video art, online games, and handheld devices. The vast majority of pieces were interactive save the photography and projected videos.

Reviews of Work

Wired: http://www.wired.com/beyond_the_beyond/2010/09/the-design-art-technology-and-history-of-arduino/

IEEE: <http://spectrum.ieee.org/tech-talk/geek-life/hands-on/showing-off-diy-arduino-art>

Popscreen: <http://www.popscreen.com/v/281R/Art-Arduino-and-Design-show-by-Alicia-Gibb-at-NYC-Resistor>

Near Future Laboratory: <http://www.nearfuturelaboratory.com/2010/09/03/the-design-art-technology-history-of-arduino/>

Bits Connect: <http://bitsconnect.com/tidbits/microcontrollers-computers-on-a-chip>

Publications

Amanda Williams, Alicia M. Gibb, David Weekly, Research with a Hacker Ethos: What DIY Means for Tangible Interaction Research, *Interactions*. ACM, March 2012.

Alicia M. Gibb, Robert Faludi, Dan Steingart, MiniBUG: from concept to production in a prototyping system. *Proceedings of the fifth international conference on Tangible, embedded, and embodied interaction*. Funchal, Portugal, 2011.

Alicia M. Gibb, "Bug Labs: Hacks and Apps" *Linux Journal*. Houston, TX, 2009.

Situ Studio, William Cotton, Nate Hill, Alicia M. Gibb, Data Visualization Applications in Virtual Globe Software. *Proceedings of the 8th ACM/IEEE-CS joint conference on Digital libraries*. Pittsburg, Pennsylvania, 2008.

Invited Talks

APAP NYC	Crossroads of art, science, and technology	2014
White House Office of Science and Tech	We the Geeks Panel:Future of Technology	2014
TEDx Stockholm	The Death of Patents and What Comes After	2012
Indy R&D Panel	Computer Human Interaction ACM Conference	2012
Open Source Hardware State of the Union	Maker Faire, New York	2011
Open Source Hardware	Fab7	2011
Open Source Hardware State of the Union	Sketching in Hardware	2011
Open Hardware Roundtable	NYU, Interactive Telecommunications Program (ITP)	2011
Social, Local, Mobile 2.0 to 3.0	NYU, Department of Media, Culture and Communication	2011
Open source hardware	Union College, CS Department	2011
Future Outlook Roundtable	Tangible Embedded and Embodied Interactions (TEI) ACM Conference	2011
Hardware is Hard and Other Lessons	Sketching in Hardware	2010
Bug Labs and spatial environments	Intelligent Robotics Group, NASA	2009
Bug Hacks	Dorkbot	2009
Bug Labs and Perl	Pittsburg Perl Conference	2008
The Green Flaneur: Urban Research Art	The Institute of General Semantics	2008
Barbot: NYC's bar tending robot	Dorkbot	2008

Reviewing

altCHI
Editorial Advisory Board, Linux Journal
ACM Tangible Embedded Interactions
Programming Python, 4th Ed., O'Reilly
ACM Multimedia
Arduino Cookbook, O'Reilly
CUNY City College's 2011 Entrepreneur Program
ACM CHI

Professional Affiliations

The Ada Initiative, Board Member
Defensive Patent License, Advisory Board Member
Network for Science Engineering Art and Design (NSEAD) working group member, supported by the National Science Foundation
NYCResistor, Member
ACM, Member
IEEE, Member
Open Hardware Summit, Founder and General Conference co-Chair
Fashion Camp NYC, Organizing Committee
Bar Camp NYC, Organizing Committee

Founder and Member of Double X Tech, a women's group in tech.

Press

General:

PBS: http://home2.nyc.gov/html/nycmg/nyctvod/html/home/nyc20_101.html

Wired: http://www.wired.com/techbiz/startups/magazine/16-11/ff_openmanufacturing?currentPage=all

Gadgetell: <http://www.technologytell.com/gadgets/49031/5-questions-with-bug-labs-alicia-gibb/>

Adafruit: <http://www.adafruit.com/blog/2011/10/07/ada11-alicia-gibb-formerly-of-buglabs-open-hardware-summit-co-chair/>

Making things: from art to robotics:

Make Live: <http://www.youtube.com/watch?v=E6johHMA0dc&t=3m31s>

New York Times: http://www.nytimes.com/2008/12/28/nyregion/thecity/28tink.html?_r=1&pagewanted=print

Make: <http://blog.makezine.com/maker/alicia-gibb/>

NYCResistor: <http://blip.tv/nyc-resistor/alicia-gibb-s-lego-led-matrix-chandelier-911433>

Rob Faludi's blog: <http://www.faludi.com/2011/02/09/minibug-prototype-at-tei/>

Rocketboom: http://www.rocketboom.com/rb_08_dec_12/

Thesis:

Wired: http://www.wired.com/beyond_the_beyond/2010/09/the-design-art-technology-and-history-of-arduino/

Make: <http://blog.makezine.com/2010/01/29/alicia-gibbs-art-history-thesis-on/>

Near Future Laboratories: <http://www.nearfuturelaboratory.com/2010/09/03/the-design-art-technology-history-of-arduino/>

MT-Soft: <http://www.mt-soft.com.ar/2010/01/30/alicia-gibbs-art-history-thesis-on-arduino/>

Bits Connect: <http://bitsconnect.com/tidbits/microcontrollers-computers-on-a-chip>

Curated art shows:

IEEE: <http://spectrum.ieee.org/tech-talk/geek-life/hands-on/showing-off-diy-arduino-art>

Rhizome: <http://rhizome.org/editorial/2010/mar/26/art-design-and-the-arduino-a-lineage/>

Pop Screen: <http://www.popscreen.com/v/281R/Art-Arduino-and-Design-show-by-Alicia-Gibb-at-NYC-Resistor>

Make: <http://blog.makezine.com/2010/03/30/pictures-from-arduino-art-show-in-n/>

Open Source Hardware:

PC World: http://www.pcworld.com/businesscenter/article/249632/buyers_lining_up_for_raspberry_pis_25_pc.html

NYU ITP: <http://itp.nyu.edu/camp2011/?p=736>

Create Digital Music: <http://createdigitalmusic.com/2010/09/summit-touts-open-source-hardware-qa-with-co-creators-music-hardware/>

Scoop: <http://www.scoop.it/t/gpmt/p/657488218/alicia-gibb-ayah-bdeir-open-source-hardware-revolution>

Fora TV: http://fora.tv/2011/09/17/Alicia_Gibb_Ayah_Bdeir_Open_Source_Hardware_Revolution

Open Hardware Summit: <http://www.openhardwaresummit.org/about/>

Insight: <http://insight.org/author/scopatz/>

Admin Magazine: <http://www.admin-magazine.com/Articles/Open-Hardware-1.0>

Info Security: <http://www.infosecurity.us/blog/2011/10/30/ayah-bdeir-alicia-gibb-open-source-hardware-revolution.html>

Arduino: http://www.youtube.com/watch?v=94mgvcQFuZc&feature=player_embedded

Open Source: <http://opensource.com/life/11/9/success-second-year-open-hardware-summit>

Mambohead: <http://mambohead.com/2011/09/open-hardware-summit-starts-off-with-a-bang/>

Craft: http://blog.craftzine.com/archive/2010/05/lilypad_arduino_survey_research.html