Patrick Lichty

BIBLIOGRAPHY
Art of the Digital Age by Bruce Wands (2007)
New Media Art (Taschen Basic Art Series) by Mark Tribe (2006)
From Technological to Virtual Art (Leonardo Books) by Frank Popper
At the Edge of Art by Joline Blais/Jon Ippolito (2006)
Leaving Reality Behind: etoy vs eToys.com & Other Battles to Control Cyberspace by Adam Wishart and Regula Bochsler
The Yes Men: The True Story of the End of the World Trade Organization by Andy Bichlbaum, Mike Bonanno, and Bob Spunkmeyer (2004)
Internet Art (World of Art) by Rachel Greene

FILMOGRAPHY/VIDEOGRAPHY
The Yes Men Fix The World (2009, Animator)
Second Front: Avvie Road (2009)
Second Front's Second DVD (2007)
Guillermo Gomez-Pena: Border Classicos (2007), Video Data Bank
The Yes Men (Price, Ollman) MGM 2003 (Animator)
The Terribly Stupid Stunt (Designer, Animator) Seeland, 2001
RTMARK: Bringing IT TO YOU!, (Designer, Animator) Seeland, 2000
Info War, J. F. Sebastian (Contributor, 2004, Austria)

PUBLICATIONS
BOOKS
2011   Patrick Lichty: Essays on New Media Culture, Institute for Networked Culture
          Beeswax and Crazy Glue: Poems
2004   The Yes Men, Disinformation Press, NYC
CHAPTERS
2011   *Permutations*, Tom Burtonwood (What It Is Edition, Chicago, IL)
          Reconciliations, Michael Takeo Magruder, Independent Edition
2010   Digital Anarchy, Social Media, and WikiLeaks, *Wikipedia Critical Point of View*,
               Institute of Network Cultures, Amsterdam
2009   Gazira Babeli (Fabio Paris Edition, Brescia, Italy)
2008   Holy Fire (Fabio Paris Edition, Brescia, Italy)
2008   Curating "Iconography" & Independent New Media Curation
               (2 Chapters, C. Paul, ed. Univ of California Press)
               Artist as Content/Context Creator
               (Artists in Context, V. Vesna, Ed. Publisher Pending)
2005   MANUFACTURING DISSENT: Alternative Post 9/11 Art Strategies
          Visual Worlds, Hall, Stimson/Tamiris/Becker Eds, Routledge Press
2004   "Histories of Disappearance"
               Arte e vida seculo XXI, D. Domingues, ed. Camara Brasiliera do Livro, SP
Brazil 2000   The Postmodern Adventure –*Kellner/Best, Guilford Press, New York, NY*
               Visual Texts throughout book
1997 The Postmodern Turn, Kellner/Best (Book, Guilford - NY,NY)

Visual Texts throughout book

JOURNAL ARTICLES
Refereed Journals
2009   Media-N Journal, Just What Is It that Makes New Media So Different, So Appealing?
2008   CIAC (Centre international d'art contemporain de Montréal) Magazine, *WHY ART IN*
         VIRTUAL WORLDS? E-HAPPENINGS, RELATIONAL MILIEUX &
         "SECOND SCULPTURE"
2007   CIAC (Centre international d'art contemporain de Montréal) Magazine, Montreal,

Dancing in the Minefield – The Virtual Performance of Eva and Franco Mattes

The Virtual Performance of Second Front

LEONARDO Electronic Journal (MIT Press, Cambridge, MA)
         The Translation of Art in Virtual Worlds

2000   CIAC (Centre international d'art contemporain de Montréal) Magazine, Montreal,
         Issue 9 - Dec - Coverage of Metaphor and Terrain (Hyperessay) in Language and Text

1999   *LEONARDO Magazine (MIT Press, Cambridge, MA)*

Metaphor & Terrain, Interface as Art Object

1998 LEONARDO Magazine (MIT Press, Cambridge, MA)

New York Digital Salon Issue (as part of RTMark)

1998   FrAme – Academic journal on Cyberculture. (UK)

Aphasiasms - Pictorial critical essay on the collapse of media culture

1999   Photography Quarterly - Woodstock Center for Photography -Woodstock, NY
Source artist for M. Waligore's article,
         "Digital Photography, Subversion and Enchantment" #75, Q4, 1999

1997   Sociological Spectrum (Journal): Sept.
LICHTY/EPSTEIN's MACHINE: Methodology & Critique. w/ Jonathon S. Epstein, PhD

1996   LEONARDO Magazine (MIT Press, Cambridge, MA)
         New York Digital Salon Issue (*Vietnam/ Imperfect Memory*)

Refereed Proceedings
2004   SIGGRAPH 2004, Los Angeles, CA
          Audio and Non-Visual Aesthetic Virtual Environments
2002   *International Symposium on the Electronic Arts, Nagoya, Japan*
          Towards a Historiography of New Media
2000   Proceedings of the International Symposium on the Electronic Arts
2000   *International Symposium on the Electronic Arts, Paris, France*
          An Interrogation of Space, Mindspace Working Group
2000   Proceedings of the International Symposium on the Electronic Arts
1999   INVENCAO Symposium, Itau Cultural, Sao Paulo, BR

"The Next LITTLE Thing: PDA art and Ubiquitous Computing"

1998   Proceedings of the International Symposium on the Electronic Arts
          The Panic Museum – Digital Alzheimer's and Curation in the Information Age
          TheFeng Shui of Cyberspace

Magazines

2007   Patrick Lichty – Beta release. Eikon magazine, Milan, Italy
        Virtual Fluxus – Performance of Second Front, Exibart, itlay
        Second Life Performance art – Flash Art, Italy

Newsletters

2004   SIGGRAPH 2004, Los Angeles, CA
1999   ISEA Newslettter - Disabilities and New Media Representations.
        INL #74

Editorships of Journals

        2005 Guest Editor, ISEA Newsletter on Cultural Diversity
        2000- *Intelligent Agent Magazine*, (Pub. C. Paul, Whitney Mus. Of Am Art) NYC

CONFERENCE PRESENTATIONS (*Denotes Chair)

2011   *Short Circuit: Media Conversations between US & Turkey,
                International Symposium on the Electronic Arts, Istanbul, Turkey
            *Doppelgangers: Art and Virtual Worlds
                International Symposium on the Electronic Arts, Istanbul, Turkey
            The Translation of Art in Virtual Worlds,
                Subtle Technologies, Toronto, CA
            Musings on Anarchic Media, WIKIs, and De-territorialized Art
                eChicago, Chicago, IL
2010   *Art in the Age of Dispersion: Snacks, Niche Culture, and the High End of the Long Tail
                College Art Association, Chicago, IL
            Social Media, Cultural Scaffolds, and Molecular Hegemonies. Musings on Anarchic
            Media, WIKIs, and De-territorialized Art,
                Wikipedia Critical Point of View Conference,
                Institute for Networked Culture, Amsterdam, Netherlands
            TacticalMedia,
                Mid American Theatre Conference, Cleveland, Ohio
2009   Why Art in Virtual Worlds? e-Happenings, Relational Milieux and "Second Sculpture",
                International Digital Media Arts Association, Muncie, IN
2008   The Problem of Audience: Video Art in the Age of YouTube,
                VideoVortex, Amsterdam
                Questioning the Architectonic,
                HTTP Gallery, London
            Digital Aesthetics and the History of the Grid,
                College Art Assn, Dallas, TX
                Social Fabrics,
                College Art Assn, Dallas, TX
            Performance, Kitsch, and Virtual Worlds,
                College Art Assn, Dallas, TX
            Second Front: Performing Performa 2007,
                MATC, Kansas City, KS
                Curating Kinetics in the age of New Media,

Torpedo Factory, Alexandria, VA
2007 Youth and Social Media,
       Columbia College Chicago
     Affect and Virtuality.
         Society for Literature, Sciences, and the Arts, Portland, ME
      *Contemporary Art and Second Life,
         Second Life Community Conference, Chicago
        Collaboration & New Media,
          College Art Association, NYC
    Collaboration & New Media,
         University Film & Video Association, Denton, TX
     Notes on Digital Minimalism,
         ArtCamp 2007, Emily Carr Institute of Art & Design, Vancouver, BC
      Second Front, ArtCamp 2007,
         Emily Carr Institute of Art & Design, Vancouver, BC
      Contemporary Art & Second Life,
         Second Life Community Conference, Chicago
     A Model for Education in Second Life,
         Second Life Community Conference, Chicago
     Borders,Boundaries and Liminal Spaces (round table),
         CADRE Institute, San Jose, CA

2005 *New Media & Education*, Institute for Distributed Creativity Symposium,
         (Invited symposium speaker) CUNY Graduate School, NYC
       Histories of Disappearance, Disappearance of Histories
          Midwest Popular Culture Association, Cleveland, Ohio
2004   Free *Collaboration!* Institute for Distributed Creativity Symposium,
SUNY Buffalo, Buffalo, NY
       Intervening the Boundaries Between the Virtual and Physical Arts
          Cleveland Institute of Art, Cleveland, Ohio
2002 *Making Fun: (of Business),*
            RTMark, UC Santa Barbara, Santa Barbara, CA
            RTMark, Zeitgeist Media Center, New Orleans, LA
Towards a Historiography of New Media
       International Symposium of Electronic Art, Nagoya, Japan
       College Art Association, Philadelphia, PA
Critiquing the Byte: Towards a Historiography of New Media Art
          College Art Association, Philadelphia
2001 *Contemporary Video Art and Online Media*
          Louisiana State University Art Dept
     Art and Activism after 9/11 – (Plenary)
         Visual Worlds Conference, UC Davis, Davis California
       Manufacturing Dissent – RTMark and AntiGlobalist Activism
          Visual Worlds Conference Univ. of California, Davis
2000 *Towards a Culture of Ubiquity – Embodied Art and Handheld Devices*
       Banff New Media Institute – Banff, Alberta, Canada
An Interrogation of Space – Issues of Space and Representation in Electronic Art

International Symposium for the Electronic Arts, Paris, France

1999   *Net.art as Tel(a)esthetic Experience* - Panelist,
University of Sao Paulo, Brazil

Subversive Intent - RTMark and Other Acts of Media Subversion
Activism and the New Media
Interactivity as Metaphor

(3 lectures) SUNY Buffalo, Buffalo, NY

Digital Media and Representation
St. Paul College of Visual Art, St. Paul, MN

Mindmapping as an Aesthetic Metaphor, Discussion of "Metaphor and Terrain"
Walker Art Center, Minneapolis, MN

The Cybernetics of Performance
Association for Theatre in Higher Education, Toronto, Canada

The Next Little Thing : Small Systems Initiatives and PDA Art"
International Symposium for the Electronic Arts - Sao Paulo BR,

Web: A Virtual Ethnography of Violence", with Dr. Jonathan Epstein (SIU)
Stone Symposium, Soc. Study of Symbolic Interactionism, Las Vegas

Incident Bodies, The Virtual Flesh in Popular Culture
Popular Culture Association, San Diego, CA

1998   *The Panic Museum – Digital Alzheimer's and Curation in the Information Age*
International Symposium of the Electronic Arts – Liverpool, UK

The Feng Shui of Cyberspace
International Symposium of the Electronic Arts –Manchester, UK

Lichty & Epstein's WEB: Distributed Self and Commodified Identity.
Popular Culture Association, San Antonio, TX

State of the Arts: Production, Reception and Teaching in a Digital Age
University of Maryland, College Park– Plenary Speaker

Speaking the Multimedia Culture" Pedagogy, the Technological Arts,
and Social Theory.
Technology and the Arts Conference, Cuyahoga College, Cleveland

The Current State of Writing on Popular Music", With Jon Epstein, Ph.D.
Stone Symposium, Soc. Study of Symbolic Interactionism, Houston, TX

The Sociology of Rock Music – Haymarket Riot's WEB Project

New Pedagogies and Social Theory – discussant.
North Central Sociological Assn - Cleveland, OH

1997   *HACKING THE HYPE: The New Media and the Academy*
Popular Culture Association, Las Vegas, NV

Convergence: At the nexus of Digital Aesthetics, Technology & Social Theory.
International Symposium of the Electronic Arts
School of the Chicago Institute of Art, Chicago, IL

The Digital Aesthetic: Creating Technological Art"
Akron City Club – (Akron, OH)

1996   *Cybertheory of the Interface:Ethnographies and Infoculture*
Stone Symposium (SSSI Annual), Nottingham, England

*Mapping the Terrain of Postmodern Culture :Media Metaphor
and Social Theory"

Plenary Speaker: *MICROCHIPS TO MASS MEDIA*: Technology and
Social Change,   DePaul University, Chicago, IL
Presentation on Teaching Media Culture Through Alternate Methodologies.
          Rock & Roll Hall of Fame (Cleveland, OH)
"Re-Imaging Ethnographies:Technology and Social Spaces:"
American Sociological Association Annual Conference/SSSI NYC
          "Through the Magic 8-Ball Darkly- Ontological investigations of the Virtual"
American Society for Theatre Research: Pasadena, CA
1995   Invited discussant on social theory and Information Culture
Cyberspace and Civil Society - Wake Forest University, NC
Panel Chair for session on Art/Culture. Computer Graphics and Social Theory
          Popular Culture Association Annual Conference, Las Vegas, NV
Discursive Methodologies of the Social Theory of Rock Music
With Jon Epstein, Ph.D
Drake Popular Music Conference, Drake University, Des Moines, IA
1994   Graphic methods of sociological discourse and representations of S. Lyman's
          Sociology of the Absurd."
Society for the Study of Symbolic Interaction (Washington, DC)
          Informal Seminar on Computer Control of Kinetic Sculpture.
University of Minnesota (Minneapolis/St. Paul, MN)

VISITING ARTIST LECTURES
2011   School of Visual Arts, New York, Lecture on Virtual Reality
          University of Indiana, Bloomington, Visiting Artist Lecture
2010   School of Visual Arts, New York, Lecture on Virtual Reality
          New School Program of Media Studies, NYC Lecture on Virtual Reality
          NYU Polytech, Lecture on Virtual Reality
          Louisiana State University, Lecture on Virtual Reality
2009   School of Visual Arts, New York, Lecture on Virtual Reality
          University of Nevada, Reno, Visiting Artist Lecture
2008   School of Visual Arts, New York, Lecture on Virtual Reality
2007   School of Visual Arts, New York, Lecture on Virtual Reality
2006   University of Akron, Akron, Ohio
          Artist-in-Residence. Myers School of Art
2005   Bowling Green State University, Bowling Green, Ohio
          Visiting Artist, Theatre Dept
          Cleveland Institute of Art, Cleveland, Ohio
          Visiting Artist
          School of Visual Arts, New York, Lecture on Virtual Reality
          Bowling Green State University, Ohio, Lecture on Virtual Reality
2004   Bowling Green State University (MFA - pending)
          Digital Art (VR, Interactive Art, Physical Computing, Imaging)
2003   CalArts (Valencia, CA)
          Visiting Artist in Tactical Media/Video
          Patrick Lichty & Tactical Media
          City College of New York, New York City, NY
2002   Bowling Green State University (MFA - pending)

Digital Art (VR, Interactive Art, Physical Computing, Imaging)
2001   Graduate Seminar on New Media Art Strategies and Curation
CADRE Institute of technological art, San Jose, CA
SPRAWL – A Guided tour through America's Suburban Ecology
Louisiana State University Dept. of Environmental Studies
SPRAWL – A Journey through the Suburban Ecology & Activist research
Louisiana State University Dept. of Environmental Studies
Star Trek – An Overview of Fan Culture
Louisiana State University Dept. of English
Star Trek – Klingon Fandom and Fan Culture
Louisiana State University Dept. of English
Online Writing and Techniques of Nonlinear Narrative – Graduate Class
Louisiana State University Dept. of Theatre
1993   Minnesota College of Art & Design (MCAD – Minneapolis, MN)
Lecture on Neon Sculpture