

# Daniel Dean

Assistant Professor  
Digital Media  
Marshall University

[mynameisdanieldean.com](http://mynameisdanieldean.com)  
[daniel.dean@marshall.edu](mailto:daniel.dean@marshall.edu)  
202.306.5643

## **Education**

- 2013 MFA, Experimental & Media Art, University Of Minnesota
- 2012 International Art Expositions in Switzerland & Germany, Summer Study Abroad Program, University of Minnesota
- 2010 BFA, Studio Practice: Photography, George Mason University

## **Teaching Appointments**

- Assistant Professor, Digital Media/Graphic Design; Marshall University (fall 2017 - present)
- Visiting Assistant Professor, Media and Cultural Studies; Macalester College (fall 2015, spring 2016)
- Adjunct Faculty, Media Arts, Liberal Arts; Minneapolis College of Art and Design (fall 2014 - spring 2016)
- Instructor of Record, Experimental and Media Arts, University of Minnesota (fall 2011 - spring 2013)

## **Projects \ Exhibitions \ Performances \ Commissions**

2020

- *Lines of Flight, Human*, Public Service Building, Minneapolis MN (permanent public commission)\*\*
- *Lines of Flight, Avian*, Public Service Building, Minneapolis MN (permanent public commission)\*\*
- *Here We Come, Here We Go*, Old Central City, Huntington WV (permanent public commission)

2018

- *The Ends*, Biennial Faculty Exhibition, Carroll Gallery, Huntington WV
- *Cabinet of Curiosities*, Union Street Gallery, Chicago IL (juried group show)

2017

- *Infinity*, Seeing Math: Minnesota Math Artists at Work, Flaten Art Museum, St. Olaf

College, Northfield, MN (juried group show)

2016

- *Notes From There*, Current Studio, Oklahoma City, OK (group show)
- *Notes From There*, Minneapolis College of Art and Design Faculty Biennial, Minneapolis, MN
- *Phase Change*, Northern Spark, Minneapolis MN (commission)\*\*
- *Familiarity Breeds Contempt*, Pearson Lakes Art Center, Okoboji IA (solo show)

2015

- *A World We Inhabit, A World We Made*, Kiehle Gallery, St.Cloud State University, St.Cloud MN (two person show)
- *Center for Advanced Applications*, Art(ists) on the Verge 6, Soap Factory, Minneapolis MN (fellowship group exhibition, catalogue)
- *Meander*, CHS Ballpark, St.Paul MN (permanent commission)\*\*

2014

- *solarsonicinfinitysystem*, Bakken Museum, Minneapolis MN (commission, temporary)
- *See/Hear*, Anoka-Ramsey Community College, Anoka MN (commission, permanent)
- *Risk/Reward; [The Oracle](#)*, InterviewRoom11, Edinburgh Scotland (group show)
- *Guess Ready Review*, Kolman & Pryor Gallery, Minneapolis MN (group show)
- *Midway Contemporary Art Monster Drawing Rally*, Grain Belt Bottling House, Minneapolis MN (performance)

2013

- *Green Screen*, Self-discipline and Speculation: The 3rd Beijing Film Academy International New Media Arts Triennial Exhibition, Beijing Film Academy, Beijing, China (group show)
- *RAD10*, Art in Odd Places 2013: Number, Greensboro NC (commissioned public performance)
- *Untitled (Selections From The Permanent Collection), ,,, (Comma Comma Comma)*, 2013 Minnesota Biennial, The Soap Factory, Minneapolis MN (commission, group show)
- *Can You See It?* Weisman Art Museum, Minneapolis MN (commission, temporary)
- *global aCtIVISm*, ZKM Center for Art and Media, Karlsruhe Germany (group show)\*
- *Secret City*, Northern Spark Festival, St.Paul MN (performance)
- *The Park by the People*, USB Shuffle Show, INSTITUT FÜR ALLES MÖGLICHE, Berlin Germany (group show)
- *Woodland Acoustic Locator*, Stevens Point Sculpture Park, Stevens Point, WI (permanent public installation)
- *Human Pyramid*, MFA Thesis Exhibition, Nash Gallery, Univ of Minnesota, Minneapolis MN (group show, catalogue)

2012

- *Disclaimers Abstracted*, Midway Contemporary Art Monster Drawing Rally, Minneapolis MN
- *Sonic Articulation of Sunbeams*, Eco Building Exhibition, Minnesota State Fair, MN (temporary public commission)

- *Underground Sound* - Minnesota Arboretum Summer Public Sculpture Program, Chanhassan, MN (temporary public commission)
- *Don't Take a Gniess Rock for Granite* - Quarter Gallery, University of Minnesota, Minneapolis MN (group show)
- *Ten Chances No Hustle: Residency Exhibition* - AOT One Nighter Series, Art of This, Minneapolis MN (group show)
- *TonoSauna*, Art Shanty Projects, Medicine Lake MN (commission)\*\*
- *Fresh Works* - Quarter Gallery, University of Minnesota, Minneapolis MN (group show)

## 2011

- *The Sonic Articulation of Sunbeams* - Bakken Museum's Green Energy Art Garden, Minneapolis MN
- *Pop Saw The Need* - Double Art Gallery, Group Show, Co-Curated, Minneapolis MN
- *Expeditions in USonia* - Fine Arts Gallery, George Mason Univ, Fairfax VA\*
- *Deep Play* - North American Graduate Art Survey, Nash Gallery, University of Minnesota MN (juried, Bartholomew Ryan)
- *Fresh Works* - Quarter Gallery, University of Minnesota, Minneapolis MN

## 2010

- *Deep Play* - Spark Festival of Electronic Music and Art, Minneapolis MN
- *Fresh Works* - Quarter Gallery, University of Minnesota, Minneapolis MN
- *Scream At the Economy* - Intermedia Art Festival, Arts Technology Research Center, I.U. Purdue University, Indianapolis IN\*
- *Acts of Alternative Exchange* - US Social Forum, Detroit MI\*

## 2009

- *Container(Space): Launch* - Senior Thesis Exhibition, George Mason University, Fairfax VA
- *Res Publica des Usonia: Space As Essay* - Cafritz Art Center, Silver Spring, MD\*
- *Close Encounters 2: Acts of Social Imagination* - Nathan Cummings Foundation, New York, NY (Curator, Don Russell)\*
- *Material Word* - 123 Gallery, Fairfax VA (Curator, Helen Frederick)

## 2008

- *Bartering in the Land of Abundance* - Transformer Gallery, Washington, DC\*
- *Close Encounters: Facing the Future* - Katzen Art Center, Washington DC (Curator Niels Von Tomme & Don Russell)\*
- *East Coast Sculpture Exchange* - Artworks Gallery, James Madison University, Harrisonburg VA (Curator, Tom Ashcraft)

## 2007

- *Protesting On Demand* - Multimediale Festival, Washington, DC (Curator, Niels Von Tomme)\*
- *Juncture* - Fine Arts Gallery, Fairfax VA (Juror, Victoria Reis)
- *1460 Wallmountables* - DC Arts Center, Washington DC (Award - Best Use of Space)

## 2006

- *Vernacular Spectacular* - Univ. of Pennsylvania, Philadelphia PA (Juror, Zoe Strauss)

\* Exhibitions with [Floating Lab Collective](#)

\*\* Collaborations with [Futures North](#)

## **Screenings**

2019

- *Act Naturally*, Electrifest II, Huntington WV

2018

- *The Ends*, Biennial Faculty Exhibition, Carroll Gallery, Huntington WV
- *Notes From There*, Birke Fine Arts Symposium, experimental video screening, Huntington, WV

2016

- *Notes From There*, WZFR Residency Screening, Osceola, WI
- *Notes From There*, Current Studio, Oklahoma City, OK (group show)

2012

- *Heterotopias of Amusement, W@nderlust* - Quarter Gallery, University of Minnesota, Minneapolis MN
- *Mobile Experiential Cinema: Berlin* - Kultur Park, SpreePark, Planterwald, Berlin Germany
- *Mobile Experiential Cinema: The Parade* - Northern Spark Festival, Minneapolis MN

2011

- *Mobile Experiential Cinema: Second Bridge Is Wider* - Northern Spark Festival, Minneapolis MN

2008

- *(Dis)Location, (Dis)Connection, (Dis)Embodiment* - Pyramid Atlantic, Silver Spring MD (Curator, Helen Frederick)

## **Residencies**

2018            Whateverest Artist Residency, Teuflesberg, Berlin Germany

2015            Mallard Island Eco-Arts Workshop, 1 week, Rainy Lake MN

2014            *Bakken Museum Green Energy Art Garden 2014*, Minneapolis MN

2013            Elsewhere Collaborative, 5 weeks, Greensboro NC

Mallard Island Eco-Arts Workshop, 1 week, Rainy Lake MN

2012            Ten Chance, No Hustle, experimental urban residency, 3 weeks, MPLS MN

## **Grants \ Fellowships \ Awards**

2018

- Summer Research Grant: Whateverest Artist Residence, Berlin Germany, \$2,000, Marshall University
- College of Arts and Media Faculty Development Grant, \$1,300, Marshall University
- College of Arts and Media Faculty Development Grant, \$1,200, Marshall University

2014

- *Art(ists) On the Verge 6 Fellowship*, Northern Lights MN, Minneapolis MN

2013

- *Site-Specific Sculpture*, DOVE Summer Research Fellowship grant, \$4,000, University of Minnesota, Minneapolis MN

2011

- *Viking Bar as Cultural Museum*, DOVE Summer Research Fellowship grant, \$4,000, University of Minnesota, Minneapolis MN

2010

- DOVE Graduate Fellowship grant, \$22,500, University of Minnesota, Minneapolis MN

2009

- *Container(Space)*, Sustainability Grant Program, \$1,800, Office of Sustainability, George Mason University, Fairfax, VA

### **Visiting Artist Lectures**

2017

- *Glitch Art*, Huntington Area Art Society, Huntington WV

2015

- Collaboration Among the Arts, University of Houston, TX (forthcoming)
- Visiting Artist, Experimental + Documentary Film, Macalester College, St.Paul MN
- Exhibiting Artist Lecture, St.Cloud State University, MN
- *Center for Advanced Applications: Real and/or Imagined*, Art(ists) on the Verge 6 fellowship exhibition artist panel, Minneapolis MN

2012

- *Mobile Experiential Cinema* - Hacker Art course, Heba Amin, Hochschule Für Technik Und Wirtschaft, Berlin, Germany
- *Social Practice + Community Collaborations* - BFA Seminar course, Christina Schmid, University of Minnesota, Minneapolis MN

2011

- *Mobile Performance* - Performance and Installation course, Clive Murphy, University of Minnesota, MN

2009

- *Practices in Art & Social Engagement* - Montgomery College of Art + Design, Silver Spring MD
- *Strategies for Art & Social Engagement* - Art as Social Action class, Corcoran College of Art + Design, Washington DC

2008

- *Collaboration within Collectives* - Graduate Collaborative Studio, Mark Cameron

Boyd, Corcoran College of Art + Design, Washington DC

### ***Publications + Essays + Media***

2016

- [Rupture of the Virtual](#), John Kim; DeWitt Library, Macalester College; St.Paul MN (chapter 5)
- "[Sometime You Have to Melt Some Ice to Make a Point](#)", Grist; Heather Smith, Oct 14, 2016
- "[Public urban saunas offer a double liberation from cramped Minnesota winters](#)", Bill Lindeke, MinnPost, Jan.4, 2016
- [Meander](#), Technology and Art; CODAmagazine, October

2015

- "[Methodologies on the Verge](#)", Kirsten Valentine Cadieux, 2015 (exhibition catalog essay)

2014

- [Mobile Experiential Cinema](#), Northern Spark's TV Takeover, Twin Cities Public Television, St.Paul MN
- *solarsonicinfinitysystem: A Solar Powered Art Installation at The Bakken Museum*, Christopher Atkins

2013

- "Passages through the Ordinary: A Human Pyramid", Christina Schmid (catalog essay for group exhibition)

2012

- [The Culturator: Film Noir Meets Bike Culture](#), l'etoile (online magazine, interview)
- [The Gopher's Guide to Northern Spark](#), MNdaily, June 6th 2012 (Mobile Experiential Cinema)
- [Sonic Articulation of Sunbeams](#), Land Art Generator Initiative, February 26, 2012 (Sonic Articulation of Sunbeams)
- [Eden Prairie At The Fair](#), Kimber Olson, Eden Prairie News, August 29th 2012 (Sonic Articulation of Sunbeams)

2011

- *Review: [Powered by sun and wind: Science and renewable energy animate a new "Green Energy Art Garden" at the Bakken Museum](#)*, Mary Abbe, Star Tribune, Minneapolis MN
- [Green Art At The Bakken Museum](#), Kim Carlson, Star Tribune, July 12, 2011

**Service**

- 2019 Co-founder, *Digital Craft Lab*, Visual Arts Center, School of Art and Design  
*Digital Fabrication Initiative*, School of Art and Design (co-investigator)
- Joan C. Edwards Distinguished Professor in the Arts, \$1,600 (grant supporting visiting scholar Julie Martin, Director of Experiments in Art and Technology)
- Joan C. Edwards Distinguished Professor in the Arts, \$1,700 (grant supporting visiting artist Sue Wrbican)
- Exhibition: *E.A.T. (Experiments in Art and Technology): The Story of E.A.T.* (principle organizer)
- Program Development, Video Production Program, 2018-Present (co-principle with Tijah Bumgarner)
- Speed Museum and Louisville Galleries (Experiential learning guided trip for video art students)
- WV Governors School for the Arts, Professor of Digital Art, (instruction and recruiting, intensive 3-week summer school for high-performing West Virginia rising high school juniors)
- Mentor- Vannah Henry, Senior, Undergraduate Creative Discovery and Research Award for *Let Thy Kingdom Come*, short film, \$3,000.
- Committee Member, Graphic Design Search Committee, School of Art and Design
- Committee Member, Curriculum Committee, 2018-Present
- Committee Member, Recruitment Committee
- Capstone Advisor - Megan Taylor, *Ivy & Undergraduate Research Scholars Award*, \$250.
- 2018 Speed Museum and Louisville Galleries (Experiential learning guided trip for video art students)
- 2018 Birke Fine Arts Symposium: *Blood, Sweat, and Tears: Artist Residencies and Projects*, Sponsored by the College of Arts and Media, Marshall University, \$4,000. (Co-Principle with Ian Hagarty)
- 2018 Birke Fine Arts Symposium - *Appalachian Narratives: Notes on Identity*, Sponsored by the College of Arts and Media, Marshall University, \$4,000. (Co-Principle with Tijah Bumgarner)
- Joan C. Edwards Distinguished Professor in the Arts, \$2,600 (grant supporting visiting artist Ben Moren)
- Acts of Seeing and Hearing*, Carroll Gallery of Art Exhibition (Curated nine nationally and internationally recognized artists in a survey of video art forms )

WV Governors School for the Arts, Professor of Digital Art, (instruction and recruiting, intensive 3-week summer school for high-performing West Virginia rising high school juniors)

Committee Member, Graphic Design Search Committee, School of Art and Design

Juror, "Portfolio", West Virginia high school student art exhibition, Huntington Museum of Art

Committee Member, Black History Month Steering Committee

Capstone Advisor - Mykala Hopkins

Capstone Advisor - Alex Saunders, & Undergraduate Research Scholars Award, \$250.

Capstone Mentor - Brandon Cordle, & Undergraduate Research Scholars Award, \$250.

2017 Committee Member, Faculty Senate

Committee Member, Video Production Ad-Hoc Steering Cmte, 2017 - Present

Committee Member, Gallery Committee, 2017-2019

Capstone Mentor - David Noel, & Undergraduate Research Scholars Award, \$250

Capstone Advisor - Alex Stanwick, & Undergraduate Research Scholars Award, \$250.

2014 Junior Reviews, Minneapolis College of Art and Design  
- Participated in annual Junior Review process providing advisory feedback on a committee of Media Arts faculty according to MCAD guidelines.

2012-2013 Graduate Area Research Committee, representative, University of Minnesota

Experimental and Media Art area curriculum re-development committee, University of Minnesota

2010-2013 Manager, *eStudio* Digital Fabrication Lab

2011-2013 Visiting Artists Committee, University of Minnesota Art Department

Making Art on Wheels (MAW) (public projection collaborative)

### ***Curatorial + Workshops + Events***

- 2019 *E.A.T. (Experiments in Art and Technology): The Story of E.A.T.*, Carroll Gallery, Visual Arts Center, Organizer
- Sleepless Cinema*, Founder/Director, Huntington WV (Microcinema created as a community amenity and supplement to teaching video art and production)
- 2018 *Acts of Seeing and Hearing*, Carroll Gallery, curator (international video art exhibition, group show)
- 2016 Experimental Video Shorts, Pearson Lakes Art Center, Okoboji IA, curator)
- 2015 *Collaboration in the Arts* (w Ben Moren), Social Practice and Collaboration course, University of Houston
- 2014 *Bakken Museum Young Inventors Workshops*  
Taught 10-14 year olds at the Bakken Museum the electronics and coding used to create the solarsonicinfinitysystem sculpture over two months.
- 2012 *Collaboration in Praxis*  
Day-long studio workshop on collaboration with Floating Lab Collective. Graduate and undergraduate students at the University of Minnesota attended. Initiated new food oriented, community collaboration project in Minneapolis.

## **Courses Taught**

### **Assistant Professor, Digital Media/Graphic Design; Marshall University**

#### ART454 - Designing for Multimedia (S18, S19, S20)

Focuses on variations of animation , image + video compositing, and motion design. The first half of the course trains students in the essential vocabularies and concepts of animation and motion design, examining a range of diverse issues of central importance to the motion media designer such as file types, previsualization, cinematography, media theories, digital culture, new media and critical studies.

#### ART453 - Advanced Digital Media (F17, F18)

This class is for individuals who want to learn techniques in video production, compositing, and motion design. This course reinforces the fundamental concepts and practical uses of video post-production and animation. It is meant to get students thinking in more detail about visually telling stories, designing for video, screens, audio design and continuity in a linear timeline through the medium of

video.

**ART 219 - Animate (F17, S18, F18, S19)**

This 3 credit course serves as an introduction to creative methodologies in video, basic concepts in digital animation, film editing, and creative thinking. Students will work in a problem-based learning environment in which regularly assigned projects, demonstrations and discussions progress towards a greater understanding of basic concepts in digital animation, cinematography and film editing.

**ART 482 - Video Art (F18, F19)**

This is an advanced, intensive course that merges the history, theory and practice of video art to inform and prepare students to create their own, conceptually driven, artworks in moving image forms. The course is designed as a mixed seminar+studio workshop with an emphasis on production of experimental video, complemented by readings and discussion about moving image theory and contemporary artists as they relate to video art specifically. The emphasis will be on conceptual and experimental practices, rather than conventional narratives.

**ART 480 - Digital Fabrication (upcoming S20)**

Studio course highlighting recent developments in digital fabrication relating to art and design incorporating active engagement with design software, production workflows and output technologies. Topics may include 2D/3D design, speculative design, human centered design, package design, product design, file fabrication workflows. Tools covered may include 3D printing (ceramic, plastics), 3D scanning, CNC router/laser, vinyl cutting.

**ART 318 - Design/Art for the Web (S18, S19)**

This class is for individuals who want to learn how to create and design fully functional and interactive HTML/CSS/javascript websites. This course teaches the fundamental concepts and practical uses of HTML, CSS, and jQuery for website design and development. Topics covered in this course range from web design and development—including Internet-based art practices, interactive screen-based publication formats, commercial websites, generative and algorithmic art, information design, and digital storytelling—to broader screen-based aesthetics and practices.

**AM 299 - Sophomore Review (S18, F18, S19, F19)**

Students present work from major courses as a portfolio for review by video production teaching faculty.

**AM 498 - Pre-Capstone (F18, S19, F19)**

A preparatory class for AM 499. Students will conceive, plan and start production of a culminating senior video project.

**AM 499 - Capstone (S19, F19)**

A discipline-based experience combining video production capabilities and a range of knowledge outside the field resulting in a culminating senior video project.

### **Visiting Assistant Professor, Media and Cultural Studies, Macalester College**

#### MCST 394 - Advanced New Media Theory - From Postmodern to Postdigital (S16)

This course delves into an emerging dialogue in the field of new media theory suggesting we're entering a post-digital epoch. We explore the cultural implications of contemporary media and emerging technologies on various modes of cultural production, identity construction, time and virtuality. Topics include post-digital aesthetics, post-media discourses, surveillance and digital resistance, remix, and network theory.

#### MCST 234 - New Media Theory/Practices (F15)

In the last couple of decades, we have seen the invention and popularization of a wide assortment of digital technologies and with them, a wide variety of new media forms. The internet (which includes a collection of media forms, from web pages and peer-to-peer software to social media and video sharing sites), massively multiplayer online video games, ubiquitous computing, software, mobile phones - together, many argue, these and other forms of new media are reshaping how we live, create, work and even, what it means to be human. In this class we'll examine a cross-section of contemporary humanistic research that has sought to understand the impact(s) of new media through a comparison to earlier, pre-digital media. In addition, students engage in hands-on workshops, learning and using some of the tools, software, and websites that our texts consider.

### **Adjunct Faculty, Media Arts, Minneapolis College of Art and Design**

#### WMM 3020 - Web + Screen (F14, F15, F16)

Building on their initial exposure to web design and development in Foundation: Media 1 and 2, students engage in a thorough examination of current web-publishing standards, concepts, and development tools. Topics covered in this course range from web design and development including Internet based art practices; interactive and screen-based publication formats, commercial websites, generative and algorithmic art, information design, and digital storytelling to broader screen based aesthetics and practices. Machine-to-machine as well as human-machine interactions are presented. Creative and investigative approaches to network-driven concepts are encouraged. (topics covered: HTML, CSS, jQuery, Javascript, web/hypermedia/interactivity concepts)

#### FDN 1311 - Foundation: Media 1 (F14)

Students are introduced to the digital resources at MCAD while exploring digital media and laptop computing. Areas covered include the Service Bureau, student servers, Media Center, and digital resources. Students discuss media and media artists as well as study various software applications including Adobe Photoshop and Web development tools. (software/topics covered: Photography+Animation principles, Photoshop CC, Premiere CC, Audition CC, intro to HTML/CSS)

#### AH 3378 - History of Web and Multimedia (S15)

This course examines the artistic and technical evolution of electronic and digital media. Students explore how these media develop, as well as how artistic and

technical practices merge. Students gain an in-depth knowledge of web and multimedia concepts through focused engagement with key artists, inventions, events, and experiments. This course seeks to map the impact of these media on art, technology, and daily life.

### **Instructor of Record, Experimental and Media Arts, University of Minnesota**

ARTS1601 - Introduction to Experimental & Media Arts (F11, S12, F12, S13)

*Studio course with lecture component. Re-developed and expanded curriculum.*

Topics covered; experimental sound, film & cinematic essay, net.art, new aesthetic, public space, networked practices. Conceptualization, development, and realization of media art works. Goals; exploring creative processes in media arts while establishing a fine arts practice; learning methods and criteria for evaluation and critique of contemporary media arts practices. (software covered: CS5/6, Final Cut 7, Soundtrack Pro, DVD Studio Pro, Audacity, Max/MSP)

ARTS3490 - Making Art in the Real World (S12)

*Developed new experiential studio course focusing on theoretical readings, discussion and hands on, collaborative projects. (collaboratively taught with co-instructor Ben Moren)*

In this workshop we will explore the conceptual framework of social art making and its relationship to community, media, technology, and cultural production. For 3 weeks, students actively engaged in discussing and creating artworks, individually and collectively, that explore these new and exciting art opportunities.

### **Skills**

- Video: Production and Post-Production, Installation
- Audio: Recording, Post-production, Sound Design, Installation
- Lighting for Cinema and Still Photography
- 3D Design: Fusion 360, Rhino 3D, Meshmixer, MeshLab, Slic3r
- Digital Fabrication: Laser Cutter, CNC router, 3D printing, CNC mill
- Adobe CC: Premiere Pro, After Effects, Audition, Illustrator, Photoshop, InDesign, XD, Dimensions
- Mig Welding, Woodshop Tools and Processes
- HTML, CSS, JavaScript
- Electronics (low voltage), Arduino & Various Microcontrollers