



a2ru 2022 Emerging Creatives

LEARNING IN LIMINAL SPACES:
TRANSFORMATIVE VISIONS
FOR THE 21ST CENTURY



March 9-11, 2022



ALLIANCE FOR THE ARTS
IN RESEARCH UNIVERSITIES



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**ALLIANCE FOR THE ARTS
IN RESEARCH UNIVERSITIES**

CODE OF CONDUCT

*These guidelines apply to all
Emerging Creatives participants*

The Alliance for the Arts in Research Universities wants all participants to be able to feel safe and respected at our gatherings. As such, we reserve the right to remove an individual from the student summit if they engage in any of the following actions:

- biased, demeaning, intimidating, coercive, harassing, or hostile conduct or commentary, whether seriously or in jest, based on sex, gender identity or expression, sexual orientation, race, ethnicity, national origin, religion, marital status, veteran status, age, physical appearance, disability, power differential, or other identities
- producing or distributing photographs of presentations or materials without permission
- intentionally talking over or interrupting others as a means of disregarding/undermining/obfuscating them (as distinct from unintentional interruptions motivated by enthusiasm or sudden insight)
- retaliation against reporting of conduct concerns or assisting in conflict resolutions
- personal attacks of any kind
- commenting on personal appearance



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INCLUSIVITY

The Alliance for the Arts in Research Universities values all people. We are committed to cultivating an inclusive environment, and strive to be a diverse and equitable community in which people's differences--whether race, class, gender identity, age, sexual orientation, religion, ethnicity, disability, or nationality--are valued and respected. Our primary goal is to advance the arts in higher education, but we recognize that higher education is, sadly, not accessible to everyone. The university has historically played a role in reinforcing our society's ableist, classist, racist, and sexist structure. Because of this, we can no longer work just to create a space for our community to cultivate its passion for art and research in universities; we must also push for a world in which all people have the freedom to access those universities and the opportunities they afford.





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SEXUAL HARASSMENT

Sexual harassment is behavior that demeans, humiliates, or threatens an individual on the basis of their sex. It is unwanted attention that a recipient experiences as offensive or disruptive to personal well-being. Sexual harassment can include crude behavior (such as offensive statements, jokes, or gestures); dismissive or insulting modes of address (such as referring to a woman not by her name but as “honey”); unwelcome sexual attention (such as unwanted touching or repeated requests for dates); and coercion.

Sex-based harassment also takes nonsexual forms when an individual is targeted because of gender or gender expression. It singles out some members of the community as acceptable targets and as unworthy of respect. Harassment never occurs in a vacuum. Frequently, alienating behaviors including race- and religion-based harassments intertwine with sexual harassment. Working to discern, for instance, whether a comment about appearance is aimed primarily at someone’s gender, sexuality, religion, or race mistakes how harassment can leave its impact on multiple levels.

If you have experienced any unwelcome behaviors, please contact the executive director to discuss next steps. She will not discuss your report with anyone else, and reporting the incident does not obligate you to pursue any further action. a2ru’s goal is to listen, to offer support, and to jointly determine the best strategy for addressing the reported harassment. We recognize that we have limited ability to respond formally to charges of sexual harassment. However, we can ensure our community is a safe space, and we have an ethical responsibility to respond to reports of sexual harassment among our membership.

SCHEDULE

WEDNESDAY, MARCH 9

EAST/WEST FALLS CHURCH ROOM
900 N. GLEBE ROAD, 2ND FL
ARLINGTON, VA 22203

3:00PM Registration Opens
4:00PM Framing Activities
4:45PM Team Formation
6:00PM Dinner (Provided)
7:00PM Team Work Time

THURSDAY, MARCH 10

STEELCASE D.C. WORKLIFE CENTER
1000 F ST NW #1000
WASHINGTON, D.C. 20004

8:30AM Steelcase Showroom Tours
9:00AM Activity
9:45AM Lightning Talks

- "The New Tigers are Not Our Gods": Tiger (Re)Introduction and Changing Human-Wildlife Relationships in Central India" - Amit Kaushik, University of Georgia
- "Forgetting / Setting Aside Paisley" - Yukti Agarwal, Rhode Island School of Design

10:00AM Activity
10:15AM Break
10:30AM Activity
11:00AM Work Session
12:00PM Lunch (on your own)
1:00PM Work Session
1:45PM Activity
2:00PM Head to FUTURES Exhibit
Work Time



Photo Credit: Yuto Watanabe

SCHEDULE

FRIDAY, MARCH 11

STEELCASE D.C. WORKLIFE CENTER
1000 F ST NW #1000
WASHINGTON, D.C. 20004

8:30AM Work Session
9:15AM Activity
9:30AM Work Session
10:15AM Break
10:30AM Feedback Sessions
12:00PM Working Lunch (provided)
1:00PM Work Session
1:45PM Optional Check-In Session
2:00PM Work Session
2:45PM Break
3:00PM Final Presentations
4:50PM Closing





EMERGING CREATIVES

MANALI DESAI

Manali (they/them) is a Masters student studying User Experience Design. They like to design experimental works leveraging their interests across disciplines like fabrication, art, user experience, data analysis, research, and electronics. They've worked in digital fabrication for 5 years. They love teaching, learning from others and helping people realize their ideas while having fun. User research, feedback and ethics is an important part of their creative process. Design is a part of their everyday life and they believe you can learn and apply it everywhere. They love cats and rats, despite being tragically allergic. In their free time they like budget traveling, sleeping, anime, cooking, fermentation and bouncing silly ideas off their friends.

ALYSSA MAYCOCK

Alyssa Maycock is currently pursuing M.M. degrees in Musicology and Viola Performance at the University of Cincinnati College-Conservatory of Music, where she also received her B.M. in Viola Performance in 2019. Her research interests include current and historical music editing practices, music encoding, and digital humanities. She also works part-time at the Cincinnati and Hamilton County Public Library, which has led her to consider pursuing a degree in library science. In her free time, Alyssa enjoys playing board games and trying new recipes with her husband.

ISABELLE ANDERSON

I am a virtual reality artist and animator. I'm graduating in May from Rochester Institute of Technology. During my time at RIT I've studied Quill, Google Tilt Brush, and AnimVR. My work has won me several recognitions including a MODE Fest Finalist Award, first place in RIT's Mozilla Hubs competition, a published article through RIT, and I'm also a current Fulbright Semi Finalist. I believe virtual reality will have a profound impact on the world and will change the way we interact and operate. I hope to create VR experiences that will educate and inspire individuals to live empathetically and sustainably. I also love animals and the outdoors. Ask me about my backpacking trips. :)

EMERGING CREATIVES

PABLO BROWNE SALINAS

Hello! I am from Santiago de Chile. I have developed as a Cellist since I was 6 years old, partly thanks to my nurturing artistic family: my mother is a visual artist and aesthete and my father, who gives me conducting lessons, is a classically trained pianist and orchestral conductor. It has been very enriching and rewarding for me both as a performer and person to share with different groups of people the beauty of creating and listening to music, and I have been lucky enough to travel all around my country and to Germany. Sounds are great windows into cultures and styles around the world, and they help people connect.

My drive to discover new things and learn from fresh perspectives has pushed me beyond the arts into a further purpose of serving others. This has brought me to take parallel paths and simultaneously pursue a Bachelor's Degree in Music and in Business Administration and Economics. I hope this complementary path gives me a fresh, holistic view, with which to have a greater impact as a musician, and to be prepared to help and understand society, deepening our connections with our culture and improving our material well-being.

AARON COWAN

Hailing from Middle Tennessee, Aaron Cowan (b. 1987, California) earned his BFA in 3D Sculpture from The University of Tennessee at Chattanooga in 2012. Cowan's work spans sculpture, painting, video, performance, collage, and installation with interests in gender constructs, human behavior, and place. He was a founder and Director for the SWINE Gallery, Artist Residency Chattanooga, and curator for the Chattanooga Film Festival. Cowan's community work in Chattanooga focused on creating a platform to support and highlight local artists, collaborating with existing

organizations and businesses, and bringing arts-oriented education to underserved populations of the city. Cowan received grants for this work from ArtsBuild, Footprint Foundation, and Bonnaroo Arts Fund. His recent work has been shown at La Matadora Gallery in Joshua Tree, CA; Core Contemporary in Las Vegas; Settlers and Nomads of Las Vegas; The Sahara West Library in Las Vegas; The Winchester Cultural Center of Las Vegas; and the Richard Tam Alumni Center at UNLV. He currently lives and works in Las Vegas, where he teaches beginning sculpture at UNLV.

EMERGING CREATIVES

EMILY MAUTONE

I am an artist in my first year of college, currently studying costume technology. However, I have been singing and songwriting for the past 5 years, and have taken dance lessons on and off. In my last 2 years of high school I attended a half-day Culinary Arts and Hospitality program at my local county vocational school. I enjoy all things art related, from drawing, to music, and video editing. I believe strongly in an interdisciplinary approach to art, as all of my various mediums inform each other, and get excited about the links between art and research (a very important skill of costume design, that I bring into everything I do.

BRE BOERSMA

Bre is a senior at the University of Michigan studying Art and Design. This will be the second a2ru creative summit that she will be attending - the first one being the Food + Place summit held at James Madison University in 2019. Bre has a passion for Social Engagement Art and a love for play, especially in experiential design. At UM, Bre has worked with several professors and multidisciplinary teams to research both delightful design and social spaces that inspire social connections at a global scale. She enjoys baking with her sourdough starter named “Greg” and listening to audiobooks in her free time.



Photo Credit: Edgar Cardenas

EMERGING CREATIVES

ELIZABETH GAINNEY

My name is Elizabeth Gainey and I am from New Orleans, Louisiana. I am a senior Mechanical Engineering student at the University of Alabama. I'm also a studio art minor, which is why I am attending the a2ru Conference as my school's art representative. Being fortunate enough to add on a studio art minor has helped me grow immensely as an engineering student. Through my art classes, I've learned ways to think outside of the box and expand my creative thinking skills, which has helped me in the Magnetic Vibration of Water Filtration Membranes research lab I work in

as well as with my senior design project where my team is building a motor-driven sifter table for our school's Department of Anthropology. I love to use my platform as both a STEM and art student to show that you can in fact be both technical and creative, and that engineers and artists aren't on two separate worlds. Art has also helped ground me through college, as I've learned to express myself on paper, canvas, or through digital platforms (my favorite of the three being digital art).

ANVITHA ANUMOLU

Anvitha is from the D.C. Metropolitan Area and attends Virginia Tech as an Industrial and Systems Engineering student with interests in software engineering and entrepreneurship. Anvitha is involved at the university as an undergraduate researcher working with the usability of immersive spaces, a department student ambassador, an undergraduate teaching assistant for the computer science department, and a student leader in various engineering organizations. Through her research, she seeks to investigate the most effective design elements for increasing educational experiences through the use of interactive and immersive teaching aids, such as browser-based virtual reality worlds.

Through her experiential study, she hopes to investigate the human impact on technology and technology's impact on the human. Using experimental methods spanning the two-tiered continuum of cognitive psychology and systems engineering, Anvitha and her team design, develop, and evaluate novel user interfaces to provide nuanced user-centered technology solutions. She is interested in the usability limitations of web-based immersive environments for the use of academic outreach and will present her team's work across the nation in the next several months. She hopes to take her experience being a student leader, researcher, and engineer to fuel innovation within the high-tech sector.

EMERGING CREATIVES



GINA VESTUTI

I am a junior studying Sculpture and Film at the Rhode Island School of Design. I'm interested in oral histories and if their impact can be translated through film and video. When I'm not in school making work, I'm probably driving around looking for things to photograph, and places to sit and do nothing.

LUKE FARRITOR

I'm an engineer with a focus on robotics and software engineering. I've had a variety of internships and also enjoy working on artistic projects. My biggest project is "Soundtracks for the Present Future", a robot art installation consisting of over 60 computer-controlled guitars.

MEREDITH EMERY

I'm a North Carolina based artist, and a first year MFA Candidate in sculpture at the University of Georgia. My artistic practice utilizes sculpture, photography, print media, sound and performance to examine the economic and social orders that govern human responses to environmental crises and loss.

EMERGING CREATIVES

MARTITA BROWNE

My name is Martita Isidora Browne Salinas, I am 20 years old, and I come from Santiago de Chile. Since a young age I have felt a fascination for scientific discovery, experimentation, and application which has brought me to find great pleasure in the making of small-scale engineering projects. On the other hand, since I remember I have been exposed to the arts in its multiple forms due to my deeply art-oriented family. Personally, I am a musician (I have played the violin for fifteen years) and I am extremely interested in the visual and culinary arts, and design.

The search for finding a way of combining my scientific and artistic passions has brought me to look for ways of intertwining them in my professional training. I have been able to do this through the bachelor's degree I am currently studying: I am an Engineering, Design, and Innovation Major student at the Engineering School of the Pontificia Universidad Católica de Chile. Currently, I am seeking ways to develop tools necessary to create projects rooted in the intersection of arts and engineering because I believe that holistic approaches can give way to integrally beneficial and humane ideas.

CARL BUCK

I am a fifth-year architecture student at Virginia Tech, originally from Pittsburgh, PA. I am interested in pursuing design at a variety of scales and exploring more sustainable means of building and living. As part of my industrial design minor, I have worked with Jonas Hauptman to explore bamboo-mycelium composites for architecture and furniture scale applications. This line of research has recently shifted to the digital fabrication of bamboo. This summer we completed two installations in Virginia Tech's new Creativity and Innovation District Residence Hall. I have

also been participating in ongoing research with Virginia Tech's ICAT, under Aki Ishida, examining the role of the clinician as data-worker in the contemporary medical environment. My current thesis work is centered around architecture's relationship to maintenance, and how the visibility of the people and processes that go into the care of a structure suggest a understanding of the building's own impermanence and acceptance of change. I have worked in contracting and woodworking in the Pittsburgh region, and hope to expand my design experience going forward.



Photo Credit: Yuto Watanabe

EMERGING CREATIVES

IZUNNA OKPALA

I am an ML researcher currently enrolled in a doctoral program in information technology at the University of Cincinnati. My research is centered around using machine learning and NLP, fuzzy logic, and data mining techniques for crisis informatics.

ABBY MANGAS

Abby Mangas is a junior at The University of Alabama studying Spanish and biology. Outside of her coursework, she is proud to be a volunteer at Druid City Hospital and an active member in the Healthy Minds branch of Project Health.

ZACHARY TALIS

Hi folks! I'm Zach Talis, a VR researcher, ambient musician, and Human-Computer Interaction grad student. I study how audiences of all kinds reconstruct themselves in virtual space. My artsy-software-of-choice straddles 3D (Blender, Substance, LOVR), programming (Python, Java, C#, HTML/CSS), audio (FL Studio, Python's gensound), and video (Kdenlive, OBS Studio). You can find more info about me at: <https://zacharytalis.com>

MAHUM QADEER

I am majoring in the Innovations of Extended Reality and Game Design. I have developed an AR Horror Escape room and a 3D Lofi bedroom for desktop and VR play. My interests encompass AR/VR, digital art, and 3D modeling. My skillset focuses primarily on Unity, Maya, Procreate, and Processing. I enjoy exploring storytelling realms in AR/VR spaces that can greatly impact our audience even after leaving the experience.

EMERGING CREATIVES

AISHWARYA TARE

Aishwarya is an undergraduate at the University of Maryland studying Human-Computer Interaction with a minor in Art History. She began drawing and painting at the age of 6 and began coding at the age of 11. Growing up in Silicon Valley, she sought to learn at the intersection of these two fields, especially exploring how she could become an artist using technology as a medium. She has always considered herself an interdisciplinary learner, and as a result has dabbled in many different fields, including AR for entertainment, emotional

wellness, and sustainability; VR data visualization; mobile user experience design; design thinking and coaching; and social entrepreneurship. While she considers fine art her first love, she is always looking to expand her explorations of art as a field including street art, electronics art, projection art, projections, and performing art. In addition to art and technology, she loves talking about wellness (and her healthtech startup), astronomy, climate change and veganism, Hindustani classical music, and her reading list!

AMIT KAUSHIK

Amit is a Ph.D. Student in Integrative Conservation (with an emphasis in Anthropology) at the Department of Anthropology, University of Georgia, Athens. He received his Masters' degree in Environment and Development from the School of Human Ecology, Ambedkar University Delhi in India. His broad research interests include environmental anthropology, human-wildlife interactions, social and political ecology, landscape management, conservation, etc.

For his Ph.D. research, he is studying anthropological perspectives of landscapeconnectivity and wildlife (re)introduction programs in Central India. His major advisor at UGA is Dr. J. Peter Brosius. His research work includes studying intertwined human and non-human relationships and space usage in diverse environments, including cold deserts, urban settings, and forested areas, and he uses regional and landscape approaches to build a more convivial world.

EMERGING CREATIVES

ELOYSA ZELADA

Eloysa Zelada is a Chilean-Panamanian media artist, pianist and composer based in Ann Arbor, Michigan. She is currently a graduate student at University of Michigan, working towards an MA in Media Arts in the Performing Arts Technology Department. Eloysa also holds a Bachelor of Music in piano performance from the Mannes School of Music in New York (2020). In 2020, she released her first self-produced EP titled “Inside Voices”, in which she explores the chaos, uncertainty, and transformation of the human experience during the global pandemic.

Some of her more recent work focuses on immersive environments such as “Sonic Radiographs of an Elderberry Tree” where she sought to amplify the aural experience of interacting with this tree; and VR experiences that involve spatialized audio that allow users to interact with sonic environments. Currently, Eloysa is also part of the “Sonification of Sleep Data” UARTS Faculty Engineering/Arts Student Team project, in collaboration with the Mayo Clinic with the objective of sonifying sleep data from patients, to help doctors identify and diagnose sleeping disorders.

NILES PARKER

Hello, my name is Niles Parker. I am a 3rd year M.Arch student at Penn State University. Currently the president of Penn State’s National Organization of Minority Architects Students (NOMAS) school chapter. Having lived in the US and abroad in Accra, Ghana, these experiences have shaped many of my core values and interests serving as an ever-present influence on my design process and my passion for placemaking, human, and engagement/interaction. This design approach allows me to express my accumulated interests through different design mediums such as sketching, photography, music, graphic design, woodworking, and human behavioral psychology, while using architecture as the main vessel for expression and design solutions.



Photo Credit: Yuto Watanabe

EMERGING CREATIVES

JACOB HUME

I am a second-year student at the University of Michigan interested in computationally exploring – understanding, modeling, augmenting – the human mind and human behavior. Moreover, I'm fascinated by the web of disciplines woven while doing so: engineering + music, music + linguistics, linguistics + artificial intelligence, artificial intelligence + philosophy, philosophy + math... each but one dye, via the various blendings of which an emergent cognitive

picture is painted. I enjoy playing the cello and guitar, as well as taking up personal projects involving composing/producing music. I'm a classical music and prog rock fanatic, but can get behind all idioms – music is music, after all! I also like to run (an excuse to listen to new music) and play pickup sports with friends. I love traveling and the outdoors, especially early morning kayaking and sunset sailing.

ADVITH CHEGU

I am a current 4th-year undergraduate student pursuing a double major in computer science and statistics. Some organizations I am active in at my university include Out in Tech, my university's honors program, and the club swim team for which I have been the treasurer for the past three years. My research interests include computer vision, fashion, time series analysis, and market research more broadly. I have been a data science intern at the Colgate-Palmolive company for the past two years, where I worked on projects with the

product packaging, toxicology, and chemistry teams. I worked on building tools that used popular python libraries like PyTorch, scikit-learn, and pandas to build predictive models and automate many of the tedious aspects of the product development cycle. Upon graduation, I plan to pursue a graduate degree with a thesis in forecasting visual styles in fashion. While a few groups are looking into this niche area of computer vision, I believe it is still relatively under-researched.

EMERGING CREATIVES

ANDRE BRANDAO DE CASTRO

Andre Brandao de Castro is a first year MFA candidate in Scenic Design at Penn State University. Andre received his BArch from FUMEC University in Belo Horizonte, Brazil (2014). He is an experienced architect, having worked for several companies and with a promising career as residential architect. Andre is also an experienced set designer with more than 20 sets designed for dance and theater plays. www.brandaoandre.com.br

YUKTI AGARWAL

Yukti Agarwal is a textile designer, researcher, and social activist with a deep interest in global arts and cultures and their contemporary representations in museum spaces. She is a current honors student in the Brown | RISD Dual Degree Program and works at the Museum of Art at the Rhode Island School of Design as a South Asian textile researcher.



FACULTY

SUSAN LAKIN

*Professor, College of Art and Design
Fellow, School of Individualized Study
Rochester Institute of Technology
Director, Frameless Labs*



Susan Lakin is a Professor in College of Art and Design and Fellow in the School of Individualized Study at Rochester Institute of Technology (RIT). She is Director of Frameless Labs, which serves to connect ideas in academia and the greater outside community of extended reality (XR) thought leaders. Building from the strength and synergy of creative and technical minds jointly focused on XR, Frameless Labs provides a dedicated center of excellence for fostering ideation in emerging immersive experiences at RIT.

Lakin has a Bachelor of Fine Arts in Photography from Art Center College of Design in Pasadena, California and an MFA in Art Studio from the University of California, Santa Barbara. Working across disciplines in her photography and academic practices, her artwork has received many awards and is part of the permanent collection at Santa Barbara Museum of Art, Oakland Museum of California, Griffin Museum of Photography, and Photography Museum of Lishui, China. Lakin teaches classes that explore the intersections of technology, music, art and design and collaborates on community projects in the nonprofit sector.

FACULTY ALEJANDRO LOZANO ROBLEDO

*Director, Future Mobility Design Lab
Annualized Adjunct Instructor,
Transportation Design and Future
Mobility
University of Cincinnati*



Growing up in Bogotá, Colombia, it used to take me 15 minutes to take the bus to school in the morning but a full 2 hours to return home during rush-hour traffic. I've always been fascinated by the untapped potential of our transportation systems, and believe now is the most exciting time to be a part of this mobility revolution.

As the director of the Future Mobility design Lab and program at the University of Cincinnati, I focus on leading academic and industry projects in the world of future mobility through the lens of multi-disciplinary methods, to disrupt the current mobility paradigm and envision future mobility and cities.

I balance my experiences in the automotive, aeronautic, specialized and other industries, alongside emerging methods and technology such as VR and multi-media prototyping, to bring new perspectives to academic research and help train the next generation of designers.

In this particular summit, I am very eager to make new partnerships and be inspired by talented and resourceful individuals such as yourselves.

ARTIST *KAMEKO BRANCHAUD*

*Grant Writer and Administrator, Research
Rhode Island School of Design*



Kameko Branchaud is a Grant Writer and Administrator in the Research department at RISD. She has a lengthy history of developing community-based arts programming, and a demonstrable commitment to advancing racial equity in the arts. As a practicing artist, research is a driving force in her studio works.

ADVISOR *PATRICIA BOU*

*Principal, Director Education Practice
CannonDesign*

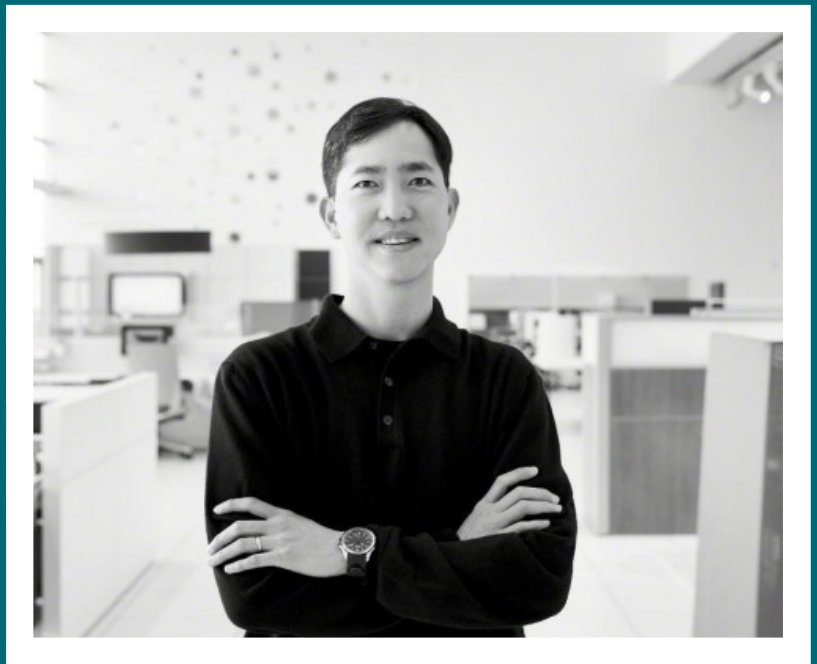


Patricia harnesses her expertise in design and strategy to help higher education institutions tackle the complex challenges they face. An architect who's devoted her entire career to improving education outcomes, she leads teams in developing solutions that increase student engagement, foster equity and inclusion, strengthen partnerships, and arm students with the skills needed to become changemakers in high-demand industries. She's a regular contributor to publications and organizations focused on the future of education, such as University Business and the University-Industry Demonstration Partnership (UIDP).

As the co-leader of CannonDesign's education practice, Patricia oversees a global team of experts working in both the PK-12 and higher education industries. She is a former member of CannonDesign's Board of Directors and currently acts as a senior ambassador in CannonDesign's Women's Forum. A working mother, she strives to be a role model for what's possible for women in the design industry, while lifting others up so they can rise to their full potential.

ADVISOR ANDREW KIM

*Manager, Workspace Futures
Steelcase*



Andrew Kim is a manager in Workspace Futures for Steelcase Inc. Andrew is responsible for applying human-centered design methods to support new market strategies and product development efforts. His curiosity and passion revolve around the intersection of social behaviors, the built environment and technology. He has led vertical market research studies, which have included topics such as education, information technology, hospitality, and retail banking.

His work involves researching corporate, education and healthcare environments, and his areas of interest include creativity, learning, and smart environments. Andrew has more than twenty years of experience developing products and services. Prior to joining Steelcase, he served as a strategist, technology lead and user experience lead for technology companies.

ADVISOR

R. BENJAMIN KNAPP

*Director, Institute for Creativity, Arts,
and Technology*

*Professor, Computer Science
Virginia Tech*



R. Benjamin Knapp is the Executive Director of the Institute for Creativity, Arts, and Technology (ICAT) and Professor of Computer Science at Virginia Tech. ICAT brings together and supports teams of faculty and students from across academic disciplines to address grand challenges and creative opportunities, ranging from large societal problems to industry-specific issues to the frontiers of artistic expression. Dr. Knapp's research focuses on creating meaningful connections between human-computer interaction and various forms of creative expression including the development and design of user-interfaces and software that allow both composers and performers to augment the physical control of a musical instrument with direct sensory interaction. He holds twelve patents and is the co-inventor of the BioMuse system, which enabled artists to use gesture,

cognition, and emotional state to interact with audio and video media. In previous academic positions, Dr. Knapp was a faculty member at the Sonic Arts Research Center at Queens University, Belfast; a Fulbright Senior Specialist at University College, Dublin; and professor and chair of the Department of Computer, Information, and Systems Engineering at San Jose State University. In industry, Dr. Knapp was the director of technology at MOTO Development Group where he managed teams of artists, engineers and designers developing human-computer interaction systems for fortune 500 companies and he co-founded BioControl Systems, a company that developed mobile bioelectric measurement devices for artistic interaction. He has a doctorate and master's degrees in electrical engineering from Stanford University and a bachelor's degree in electrical engineering from North Carolina State University.



Maryrose Flanigan

EXECUTIVE DIRECTOR

As executive director of a2ru, Maryrose oversees a network of universities which are committed to advancing arts-based and interdisciplinary research, practice, and teaching in higher education. She serves on a presidential advisory group for the arts initiative at a2ru's headquarters, the University of Michigan, and is part of the advisory cohort for the Imagining America's Leading and Learning Initiative: Shifting Institutional Culture to Fortify Public Scholarship, funded by the Andrew W. Mellon Foundation.

Prior to joining the staff at a2ru, she served in various roles at the National Endowment for the Arts: division coordinator for Literature and Arts Education, a specialist for the creative writing and translation fellowships; and as program manager for national programs Poetry Out Loud and the NEA Big Read. She has also served as associate editor for Office of Communications and Public Affairs at the Association of American Colleges and Universities; and associate director for the Association of Writers and Writing Programs. Maryrose has an M.F.A. in poetry from American University.



Shannon Fitzsimons Moen

ASSOCIATE DIRECTOR

Shannon Fitzsimons Moen's professional practice bridges the performing arts and higher education; in administrative, artistic, and educational roles, she has honed her ability to connect artists, educators, audiences, and ideas in unexpected and illuminating ways that spark dynamic discovery and growth. Prior to joining a2ru, Shannon served as the inaugural University Programs Manager at University Musical Society (UMS), the performing arts presenter at the University of Michigan.

Prior to joining UMS, Shannon worked as a dramaturg, audience educator, and theatre writer for companies across the country including The Public Theater/Under the Radar, Oregon Shakespeare Festival, Steppenwolf, Lookingglass, California Shakespeare Theater, and African-American Shakespeare Company. She also designed and taught courses in American theatre history and dramaturgy at Northwestern University.

Educated at Hamilton College and Northwestern University, Shannon is currently pursuing a master's degree in Higher, Adult, and Lifelong Education at Michigan State University.



Veronica Stanich

RESEARCH PROGRAM MANAGER

Veronica Dittman Stanich holds a PhD in Dance Studies from the Ohio State University. Her interview- and observation-based research investigating audience responses to postmodern dance has been published in Dance Chronicle and Dance Research, and presented to the Congress on Research in Dance. Her work on the a2ru research team has resulted in workshops, whitepapers, and other resources concerning arts integration impacts; issues around tenure and promotion for the arts, design, and interdisciplinary practices; and interdisciplinary collaboration. Veronica is the Managing Editor of Ground Works, a2ru's online platform for arts-integrated research.

A2RU STAFF

ABOUT EMERGING CREATIVES

The a2ru Emerging Creatives summit will bring together students from the a2ru network in Washington D.C. at Steelcase's WorkLife Center for workshops, skill building, and expert input from leaders in design, architecture, and engineering. Students will work in teams to create collaborative, transdisciplinary projects that explore how we can own these liminal, speculative, transdisciplinary spaces and transform how we learn together.

For the first time, the event will be co-sponsored by two leading companies from the private sector, Steelcase Learning and CannonDesign, in partnership with a2ru founding partner institution Virginia Tech. The Summit will take place March 9-11 in Washington, D.C. at Steelcase's WorkLife Center.

This year's theme, "Learning in Liminal Spaces: Transformative Visions for the 21st Century," reckons with a profoundly altered educational landscape as we emerge from the pandemic. Old models of learning are undergoing seismic change. We have been living with reordered routines in a time between times, learning in liminal spaces of asynchronous and hybrid instruction. Yet in this in-between time and space we now inhabit, we are freer to imagine new opportunities to access, participate, and thrive in learning. Exploring our human capacity for change in the wake of crisis, we can create more equitable and diverse learning spaces to fulfill our creative potential.



HELPFUL INFORMATION

KEY ADDRESSES

EAST/WEST FALLS CHURCH ROOM
900 N. Glebe Road, 2nd Floor
Arlington, VA 22203

STEELCASE D.C. WORKLIFE CENTER
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