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## EDUCATION

- 2019 PhD Visual Studies: State University of New York at Buffalo  
Dissertation: *Operation Mosaic: The Impact of Visual and Linguistic Representation on Intelligence Practices*
- 2010 MFA New Genres: University of California-Los Angeles
- 2007 BFA Sculpture: University of Wisconsin-Milwaukee (Summa Cum Laude)  
2<sup>nd</sup> Major: Experimental Social Psychology, Minor: Art History

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## EXHIBITIONS

- 2026 - International Symposium on Electronic Art (ISEA), Dubai (forthcoming)  
- *Disruptive Cultures: Affect and Effects in Social Media*, Beall Center for Art + Technology, Irvine, CA (forthcoming)  
- *Blurred Realities*, MSU Museum, Lansing, MI
- 2025 - *Applied Social Media Lab 2025 Synthesizer & Open Showcase*, Berkman Klein Center for Internet & Society, Harvard University, Boston.  
- *Umbra Chromatica*, Art Days Napoli, Dispaccio, Naples, Italy  
- PIKSEL Festival 2025, Bergen, Norway  
- *Umbra Chromatica*, The Wrong Biennale (virtual)  
- Conference on Computation, Communication, Aesthetics & X (xCoAx), University of Dundee, Scotland  
- *Design Research Week: Data + AI*, Center for Design, Northeastern University, Boston  
- *Media in Motion: Creatively transforming cities, play, and communities*, Center for Transformative Media, Northeastern University, Boston  
- *DISTRACTION*, Science Gallery Melbourne, Australia  
- *eXMeLab*, ArtSpace West, Arizona State University, Phoenix, AZ
- 2024 - *Beta Festival*, The Digital Hub, Dublin, Ireland  
- *LOCK/UNLOCK*, The Loft at Liz's, Getty Center: PST ART: Art & Science Collide, Los Angeles, CA  
- *The Future of Reality: Post-Truths, Digital Twins, and Doppelgängers*, ACM SIGGRAPH (virtual)  
- *Conference on Computation, Communication, Aesthetics & X (xCoAx)*, Fabrica, Treviso, Italy  
- *Really? Art and Knowledge in a Time of Crisis*, Framer Framed, Amsterdam, NL
- 2023 - *DemoDays*, Design Zentrum, Hamburg, Germany  
- *Justice*, Science Gallery Atlanta, Emory University, GA
- 2022 - *AI, AI, AI*, PIKSEL Festival 2022, Bergen, Norway  
- *Everything Will Be Fine*, Deutsches Technikmuseum, Berlin, Germany  
- *Digital Sustainability: From Resilience to Transformation*, Digital Research in Humanities and Art Conference 2022, Stanley Picker Gallery, London  
- *The Irruption*, Arts Santa Mónica, International Symposium on Electronic Art (ISEA), Arts Santa Mónica, Barcelona, Spain  
- Conference on Computation, Communication, Aesthetics & X (xCoAx), Coimbra, Portugal  
- *Weird Media*, International Digital Media & Art Association (IDMAA), Laird-Norton Gallery, Winona, Minnesota  
- *FutureRetro*, Athens Digital Arts Festival, Athens, Greece  
- ON COVID-19: IMMEDIATE (virtual)

- 2021 - *Intractable pavilion and TV channel*, The Wrong Biennale (virtual)
- *International Conference on Computational Creativity Exhibition*, Mexico City (and virtual)
- *Tracked and Traced*, Science Gallery Detroit, MI
- *Ethical Considerations*, Computer Vision Art Gallery, CVPR 2021 (virtual)
- *The AI Gallery*, National Gallery X / National Gallery London, UK
- *Trusting Machines?*, UKRI Trustworthy Autonomous Systems Hub (virtual)
- *Constructing Contexts*, Singing Waves Gallery, Hong Kong
- *Entangled Infiltrations*, Finger Lakes Environmental Film Festival, Ithaca, NY
- 2020 - *Indeterminacy/Share*, NEOF Digital Arts Festival, Dundee, Scotland
- *FLUX Moving Image Festival*, Film Oxford, UK (virtual)
- *DEEP FAKE*, SUPERCOLLIDER Gallery, Los Angeles, CA
- *AREA CODE Art Fair*, Digital Art Drive-In, Salem State University, MA
- *The Wrong TV (channel 3)*, The Wrong Biennale (virtual)
- *Input/Output*, MCC Art Gallery, Tempe, AZ
- 2019 - *SLSArcade*, Viewpoint Gallery, University of California-Irvine, CA
- *Night Games*, Center for Media and Design, Santa Monica College, LA, CA
- *IndieCade*, Center for Media and Design, Santa Monica College, Los Angeles, CA
- *Re:Constructing Evidence*, Boston Cyberarts, Boston MA
- *Self as Actor: Colonising Identity*, NeMe, Limassol, Cyprus
- 2018 - *CRYP2PTO: Technologies, Imaginaries for the Civil Self-determination*, Centro Cultural de España en México, Mexico City
- *Nothing to Hide*, Brebl | Honing Complex, Nijmegen, Netherlands
- *Counting Digital Sheep*, Enschede, Den Bosch
- *Counting Digital Sheep*, Tetem, Netherlands
- 2017 - *Manifestations 2017*, Eindhoven, Netherlands
- *Radical Networks*, Chemistry Creative, Brooklyn, NY
- *In Case of Emergency*, Science Gallery, Trinity College Dublin, Ireland
- *Artificial Intelligence - The Other I*, Ars Electronica Festival, POSTCITY Linz, Austria
- 2016 - *Interface/Landscape*, Finger Lakes Environmental Film Festival, Ithaca, NY
- *Meaningful Play*, Michigan State University, East Lansing, MI
- *Art in Odd Places*, Orlando, FL
- *Athens Digital Arts Festival: Digital Pop*, Athens, Greece
- *MediaLive Festival*, Boulder Museum of Contemporary Art, Boulder, CO
- *Computational Media: New and Old Territories*, Sugar City, Buffalo, NY
- *Digital Muddy Expanded Media Festival 2.0*, Carbondale, IL
- *Past and Future Conditions*, A1 Lab Arts, Knoxville, TN
- 2015 - *Surveillance*, The New Gallery, Calgary, Alberta, Canada
- *SECRET: NOTHING TO SEE HERE*, Science Gallery, Trinity College Dublin, Ireland
- *Digital Muddy Expanded Media Festival: Crisis of the Visible*, Carbondale, IL
- 2014 - *A Different Frame of Mind*, USF Contemporary Art Museum, Tampa, FL
- *PH DAMF: a DMS Scrambler*, Hallwalls, Buffalo, NY
- 2013 - *Fight Club: Politics, Law, Art*, Visual Studies Gallery, SUNY Buffalo, NY
- *Tempus Fugit (and Airplanes Crash but Drones Are Forever)*, Hi-Temp Fabrication, Buffalo, NY
- 2012 - *Continuum 2012: Art & Design Alumni Exhibition*, Union Art Gallery, UW-Milwaukee, WI
- *The Big Draw*, SUNY Buffalo, NY
- 2011 - *Occupy the Walls*, AC Institute [Direct Chapel], New York, NY
- *Monsters of Art*, West Los Angeles College Art Gallery, Culver City, CA
- *Pharmakon*, Critical Media Lab, Kitchener, Ontario
- *Hanging Gardens*, Beacon Arts Building, Inglewood, CA
- *Chain Letter*, Shoshana Wayne Gallery, Santa Monica, CA

- *One Night Stand*, Roma, Firenze, Venecia, Italy
- *REVOLUTION NOW AND FOREVER*, New Media Gallery, Zadar, Croatia (traveling)
- *TPS Reports: Performance Documents*, SpaceCamp MicroGallery, Indianapolis, IN
- 2010 - *Exchange Value*, AC Institute [Direct Chapel], New York, NY (solo)
- *MFA Thesis Exhibition*, Wight Gallery, UCLA
- *Display*, Gallery 533, Los Angeles, CA
- 2009 - *Bio-feedback Loop*, Crisp London Los Angeles, CA (solo)
- *Pawnshop: Evaluating Exchange*, Crisp London Los Angeles, CA (solo)
- *Graduate Open Studios*, Warner Graduate Studios, Culver City, CA
- 2008 - *Greater LA MFA Exhibition*, California State University, Long Beach, CA
- 2007 - *Fighting for Space*, Elaine Erickson Gallery, Milwaukee, WI
- 2006 - *This Meeting is in Session: To Reclaim the Subjective*, UW-Milwaukee, WI (solo)
- *This Object, Mine: On Constructing the Subject*, Elaine Erickson Gallery, Milwaukee, WI (solo)
- *The Perception of Art*, Milwaukee Institute of Art and Design, WI (solo)

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### SELECTED HONORS AND AWARDS

- 2025 - Northeastern University Phase 1 Creative Catalyst Seed Grant: *Planning Digital Access to Elizabeth Freeman's Legacy*.
- Northeastern University CAMD Strategic Priorities Seed Grant: *The Art of Protest*.
- AI Faculty Fellow, Provost and Chancellor's offices and the Center for Advancing Teaching and Learning Through Research (CATLR), Northeastern University
- 2024 - High Impact Teaching Award, Northeastern University
- The Loft at Liz's, Getty Center: PST ART: Art & Science Collide, Los Angeles, CA, Commission of *Generative Persuasion*.
- Finalist, European Digital Deal Artist Residency Program, Sineglossa, Italy
- 2023 - Best Artist(s) in the 'Artists for Media' track, MediaFutures
- 2022 - MediaFutures, support program and virtual residency, Commission of *Epic Sock Puppet Theater*, European Union (international).
- 2021 - Northeastern University Tier 1 Research Grant: *See Something, Frame Something: State-Private Influence and Cooperation in Surveillance of Targeted Communities*.
- Science Gallery Detroit, Commission of *Boogaloo Bias*.
- Finalist, Falling Walls Science Breakthroughs of the Year in Art and Science, for *Going Viral*, Berlin, Germany (international)
- Official Selection, Finger Lakes Environmental Film Festival (FLEFF), for *Going Viral* (international)
- 2020 - Official Selection, FLUX Moving Image Platform, Online Festival, supported by Film Oxford, for *Infodemic* (international)
- 2019 - IndieCade Nominee, Spotlight Award: Adaptation (2019), for *WarTweets*.
- 2018 - Dean's Research Fellow: Data Storytelling, Northeastern University
- Finalist, Mozilla Creative Media Awards
- 2015 - Graduate Student Association Conference Funding Award, SUNY Buffalo
- 2013 - GSEU Professional Development Award, SUNY Buffalo
- 2012-2016 - Presidential Fellowship, SUNY Buffalo
- 2011 - SLSA Conference Travel Award
- 2008-2010 - UCLA Art Council Award
- 2009 - D'Arcy Hayman Scholarship, UCLA
- 2008 - Martha Matthias Denny Scholarship, UCLA
- 2007-2008 - Graduate Opportunity Fellowship (first-generation college student), UCLA

- 2006 - Frederick R. Layton Award, UWM  
2004-2005 - George Goundie Memorial Scholarship, UW-Milwaukee

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## PUBLICATIONS

### PEER-REVIEWED ARTICLES

- 2024 - Derek Curry and **Jennifer Gradecki** (co-authored). "Epic Sock Puppet Theater: Artistic Tactics for Mitigating Online Disinformation." *Artnodes*, [online], 2024, Num. 33, pp. 1-8, <https://doi.org/10.7238/artnodes.v0i33.418111>
- 2023 - **Jennifer Gradecki**, "The Critical Counterpoints of Dataveillance Artists: Contesting the Authoritative Narratives of the Intelligence Community." *Leonardo (Oxford)* 56, no. 2 (2023): 164–69, [https://doi.org/10.1162/leon\\_a\\_02296](https://doi.org/10.1162/leon_a_02296)
- 2018 - **Jennifer Gradecki**, "The Art Index as Art", Special Issue: *Art in the Age of Financial Crisis, Visual Resources*, Taylor and Francis, April 2018, <https://www.tandfonline.com/eprint/bCa6VG3Hb6eHAu4kE4kP/full>
- 2017 - **Jennifer Gradecki** and Derek Curry (co-authored). "Crowd-Sourced Intelligence Agency: Prototyping Counterintelligence", *Big Data & Society*. 4, no. 1 (2017): 2053951717693259. <http://journals.sagepub.com/doi/full/10.1177/2053951717693259>
- 2012 - **Jennifer Gradecki**, Dehlia Hannah, and Hannah Star Rogers, "Pharmakon," *Leonardo Reviews Quarterly 2.01: With Essays on the Sublime in Art and Science*, MIT Press, 2012. [https://www.leonardo.info/reviews\\_archive/LRQ/LRQ%202.01.pdf](https://www.leonardo.info/reviews_archive/LRQ/LRQ%202.01.pdf)

### BOOK CHAPTERS AND MAGAZINE ARTICLES

- 2025 - Critical Art Ensemble, Derek Curry and **Jennifer Gradecki** (co-authored), "The Technocrats of Technodominionism," in *Unreality and Its Discontents: The Struggle Against Christian Nationalism*, Autonomedia, <https://autonomedia.org/product/unreality-and-its-discontents-the-struggle-against-christian-nationalism-by-the-critical-art-ensemble/>.
- Derek Curry and **Jennifer Gradecki** (co-authored), "Derek Curry and Jennifer Interview," *Neural 76*, "What is real?" ISSN: 2037-108X, pp. 6-10. Bari, Italia: Associazione Culturale.
- 2021 Derek Curry and **Jennifer Gradecki** (co-authored), "Artistic Research and Technocratic Consciousness," in *Retracing Political Dimensions: Strategies in Contemporary New Media Art*, Edited by Inge Hinterwaldner and Oliver Grau, De Gruyter. <https://www.degruyter.com/document/doi/10.1515/9783110670981-006/html>
- 2019 Derek Curry and **Jennifer Gradecki** (co-authored). "Qualculative Poetics: An Artistic Critique of Rational Judgment." In *Shifting Interfaces: An Anthology of Presence, Empathy, and Agency in 21st-Century Media Arts*, ed. Hava Aldouby, Leuven: Leuven University Press. <https://lup.be/book/shifting-interfaces/>

### CONFERENCE PAPERS

- 2025 - Derek Curry and **Jennifer Gradecki** (co-authored), "Generative Persuasion," *Proceedings of the 13th Conference on Computation, Communication, Aesthetics & X*, <https://2025.xcoax.org/pdf/curry.pdf>.
- 2024 - Derek Curry and **Jennifer Gradecki** (co-authored), "Epic Sock Puppet Theater," *Proceedings of the 12th Conference on Computation, Communication, Aesthetics & X*, <https://2024.xcoax.org/pdf/gradecki.pdf>
- 2022 - Derek Curry and **Jennifer Gradecki** (co-authored), "Going Viral," *Proceedings of the 10th Conference on Computation, Communication, Aesthetics & X*, <https://2022.xcoax.org/xcoax2022.pdf>

- Derek Curry and **Jennifer Gradecki** (co-authored), “Boogaloo Bias,” *Proceedings of the 10th Conference on Computation, Communication, Aesthetics & X*, <https://2022.xcoax.org/xcoax2022.pdf>
- 2021 - Derek Curry and **Jennifer Gradecki** (co-authored), “Countering Misinformation with Neural Networks,” *Art Machines 2: International Symposium on Machine Learning and Art 2021 Proceedings*, <https://www.cityu.edu.hk/scm/artmachines2/AM2%20Conference%20Proceedings.pdf>
- Derek Curry and **Jennifer Gradecki** (co-authored), “Going Viral,” *Art Machines 2: International Symposium on Machine Learning and Art 2021 Proceedings*, <https://www.cityu.edu.hk/scm/artmachines2/AM2%20Conference%20Proceedings.pdf>
- 2016 - N. A. Knouf, Claudia Pederson, **Jennifer Gradecki** and Derek Curry, “Poetic Disruption in a Time of Surveillance,” *ISEA 2015 Proceedings*, [https://www.isea-archives.org/docs/2015/proceedings/ISEA2015\\_proceedings.pdf](https://www.isea-archives.org/docs/2015/proceedings/ISEA2015_proceedings.pdf)

#### INVITED ESSAYS AND RESPONSES

- 2021 - **Jennifer Gradecki**, -empyre- soft\_skinned\_space respondent, Theme: “The Dawn of Aquarius: Art, Intuition and Technology,” Cornell University, March 2021.
- **Jennifer Gradecki**, -empyre- soft\_skinned\_space respondent, Theme: “Social Media: algorithms, untruths, and insurrection,” Cornell University, February 2021.
- 2018 - **Jennifer Gradecki**, -empyre- soft\_skinned\_space respondent, Theme: “An Artist, a Technocrat, and a Politician: The Dematerialization of Borders and the Strong-arm Response,” Cornell University, September 2018.
- 2014 - **Jennifer Gradecki**, Editor, *To Find a Form To Accommodate the Mess*, Visual Studies Graduate Student Publication.
- **Jennifer Gradecki**, FBI Alphabet Soup,” *Burnt Media: Caramel Obscura*, Department of Media Study Graduate Student Publication.
- 2013 - **Jennifer Gradecki**, “The Viewer Experience: Ruby Merritt,” *Visual Studies Graduate Catalog*, 19-21.
- **Jennifer Gradecki**, “Past and Present: David Leighty.” *Visual Studies Graduate Catalog*, 28-30.

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#### PRESENTATIONS

- 2026 - **Keynote:** International Conference on Computational Social Science (IC2S2), University of Vermont, Burlington, VT, July 28-31 (forthcoming).
- **Artist Talk / Workshop:** Tower Hamlets Local History Library and Archives, London, May 16 (forthcoming).
- **Guest Lecture:** Science Technology and Society program, Tufts University, April 17 (forthcoming).
- **Invited Panel:** “Elections, AI, and the Fight for Facts,” MSU Museum, March 19, (forthcoming).
- **Invited Panel:** “Webinar: AI and the Future of Creative Practice,” *Center for Transformative Media* (virtual), February 18.
- **Guest Lecture:** *Case Studies and Research Methods* graduate module, Professor Jung In Jung, Abertay University, Scotland (forthcoming January/February).
- 2025 - **Invited Panel:** “Truth in the Age of Algorithms: Reckoning with AI’s Epistemic Power,” Moderated by Sylke Rene Meyer, Center for Design, Northeastern University, Boston, Oct. 15.
- **Artist Talk / Workshop:** Art & Activism, Gallery 621, Tallahassee, August 16.
- **Artist Talk:** Conference on Computation, Communication, Aesthetics & X (xCoAx), Dundee, Scotland, July 10.
- **Artist Talk / Workshop:** Arizona State University, April 2.

- 2024 - **Invited Panel:** “The Art and Tools of Defiance,” Beta Festival, Digital Hub, Dublin Ireland, Nov. 1.
- **Artist Talk:** “From Algorithms to Allegories: Leveraging Scientific and Artistic Epistemologies to Combat Digital Disinformation,” S+T+ARTS Symposium, Universitat Oberta de Catalunya (UOC), Barcelona, Oct. 29.
- **Artist Talk:** “Future of Reality Artist Talks,” ACM SIGGRAPH, Moderated by Victoria Szabo and Gustavo Alfonso Rincon (online), <https://dac.siggraph.org/sparks/2024-09-future-of-reality-artist-talks/>, September 20, 2024.
- **Artist Talk:** Conference on Computation, Communication, Aesthetics & X (xCoAx), Italy, July 11.
- **Lightning Talk:** LibrePlanet: Cultivating Community, Wentworth Institute of Technology, Boston, May 5.
- **Artist Talk:** Conference on Art, Science, Media and Activism, Ubicació Can Jaumandreu – Universitat Oberta de Catalunya, Barcelona, May 2.
- 2023 - **Artist Talk:** “Art in the Age of Technocratic Control,” *Artivism: The Art of Subverting Power*, The 30<sup>th</sup> Conference of the Disruption Lab Network, Kunstquartier Bethanien, Berlin, Germany, June 23, 2023.
- **Artist Talk:** “Artistic Research and Technocratic Consciousness,” PLASMA speaker series, SUNY Buffalo, May 8.
- **Artist Talk:** *Artists Now!* Lecture series, Peck School of the Arts, University of Wisconsin–Milwaukee, April 19.
- 2022 - **Artist Talk:** Conference on Computation, Communication, Aesthetics & X (xCoAx), Coimbra, Portugal, July 8.
- **Artist Talk:** *International Digital Media & Art Association (IDMAA)*, Winona, Minnesota, June 24.
- **Paper Presentation:** “Informational Mosaics and Thinking Machines: The Technical Metaphors of Dataveillance Practices,” *The 9th Biennial Surveillance & Society Conference of the Surveillance Studies Network*, Rotterdam, June 1.
- 2021 - **Artist Talk:** “Countering Misinformation with Neural Networks,” *Art Machines: International Symposium on Computational Media Art*, City University of Hong Kong (virtual), June 10.
- **Invited Panel:** “Countering Disinformation and Exposing Authoritarian Manipulation,” *Artists Against Fascism* (virtual), April 27.
- **Artist Roundtable:** *Entangled Infiltrations* rapid-response roundtable, Finger Lakes Environmental Film Festival, Ithaca, NY (virtual), March 22.
- **Roundtable Chair:** *In Their Words: The Interview as Research and Practice (Part 1)*, Northeast Modern Language Association (NeMLA), Buffalo, NY (virtual), March 13-14.
- **Artist Talk:** *Tactical Media and Platform Control*, Virtual Artists and Scholars in Residence Program, Expanded Cinema Lab, Florida State University, College of Fine Arts (virtual), March 10.
- 2020 - **Artist Talk:** “Infodemic,” SciArt Initiative (virtual), December 15.
- **Panel:** *DEEP FAKE* Virtual Artist’s Roundtable, SciArt Initiative (virtual), December 11.
- **Panel:** “Given to Chance: Artist’s Panel Discussion,” Nomads Projects, Dundee, Scotland (virtual), November 19.
- **Paper Presentation:** “By Any Metaphor Necessary: Artistic Counterpoints of the Surveillance State,” Panel: *Datafication*, Indeterminacy Conference, University of Dundee, Scotland (virtual), November 14.
- **Guest Lecture:** Florida State University, Professor Tra Bouscaren, April 16.
- 2019 - **Artist Talk:** “Machine Learning in Dataveillance Practices,” Panel: *Artificial Ignorance 3: Machine Seeing and Seeing Machines*, Society for Literature, Science and the Arts (SLSA), Irvine, CA, November 8.

- **Panel:** *Creativity from Activism: From Black Cyberfeminism to Localism and Protest*, IndieCade, Santa Monica, CA, Thursday, November 10.
  - **Panel Co-Organizer | Discussant:** *Data Détournement*, New Media Caucus, College Art Association (CAA), New York, NY, February 13.
  - **Plenary Speech:** "Automating the Mosaic: Machine Learning in Dataveillance Practices," *Art Machines: International Symposium on Computational Media Art*, City University of Hong Kong, January 4.
- 2018
- **Artist Talk:** "Crowd-Sourced Intelligence Agency," MIT Open Documentary Lab, November 13.
  - **Artist Talk:** *Civic XR: Using XR in the Public Interest*, Public VR Lab, Brookline, MA, December 10.
  - **Roundtable:** "Interrogating Data," Double Exposure Investigative Film Festival and Symposium, Washington DC, October 12.
  - **Artist Talk:** "Prototyping Counterveillance Through Artwork," Panel: *Aesthetics and Control: Artists Respond to the Surveillance Apparatus*, College Art Association (CAA), Los Angeles, CA, February 21.
- 2017
- **Paper Presentation:** "Crowd-Sourced Intelligence Agency: Prototyping Counterveillance," Panel: *Political and Aesthetic Impacts of Automated Classifications*, RE:TRACE, 7th International Conference on the Histories of Media Art, Science and Technology, Göttingen Abbey, November 24.
  - **Artist Talk:** "Artistic Interventions in Finance," Panel: *Art in the Age of Financial Crisis*, College Art Association (CAA), New York, NY, February 15.
  - **Artist Talk:** "Information as Power and Resistance", New Media Caucus Showcase, College Art Association (CAA), New York, NY, February 16.
- 2016
- **Artist Talk:** "Operation Mosaic: How Intelligence Agencies Map Social Networks," *Radical/Networks*, Eyebeam | Chemistry Creative, Brooklyn, NY, November 4.
  - **Guest Lecture:** University of South Florida, Professor Anat Pollack, November 10.
  - **Guest Lecture:** University of Denver, graduate class, Professor Laleh Mehran, May 24.
  - **Guest Lecture:** Cornell University, *Designing Technology for Social Impact* undergraduate class, Professor Dr. Park Doing, May 5.
- 2015
- **Artist Talk:** "Crowd-Sourced Social Media Network Surveillance," *Radical/Networks*, NYU Polytechnic | Eyebeam, Brooklyn, NY, October 25.
  - **Guest Lecture:** Wellesley Department of Cinema and Media Studies, *Theories of Media From Photography to the Internet* undergraduate class, Professor Nicholas Knouf, October 22.
  - **Panel:** "Poetic Disruption in a Time of Surveillance," International Symposium on Electronic Art (ISEA), Vancouver, Canada, August 17.
  - **Artist Talk:** "The Secrets Behind SECRET," Science Gallery, Dublin, August 7.
- 2014
- **Panel Chair:** *Boundary Overflow and Financial Rationality*, Paper: "Insider Information in the Markets of Art and Finance: A Case Study of Steven A. Cohen," Society for Literature, Science and the Arts (SLSA), Dallas TX, October 12.
  - **Paper Presentation:** "Insider Information in the Markets of Art and Finance: A Case Study of Steven A. Cohen," Panel: *The Financial Class*, Critical Finance Studies, Amsterdam School for Cultural Analysis, University of Amsterdam, August 13-15.
- 2013
- **Game Presentation:** "CDS Mess," *Different Games*, NYU Polytechnic Institute, Brooklyn NY, April 26-27.
- 2012
- **Paper Presentation:** "The Function of the 'Avant-Garde' Artist in Capitalist Society," Panel: *The Unrealized Extravagance of the Avant Garde*, The Universities Art Association of Canada (UAAC), Concordia University, Montréal, November 2.
  - **Artist Talk:** "A Tactical Approach to New Media Theory," Panel: *Tactical Gaming*, Society for Literature, Science and the Arts (SLSA), Milwaukee, WI

- **Panel Organizer:** *Capital Offense, The End(s) of Capitalism*, Beacon Arts Building, Inglewood, CA
- **Artist Talk:** *Here + Now Media Artist Showcase*, Squeaky Wheel, Buffalo, NY
- 2011 - **Panel:** *Close Encounters with the Institutional Review Board: Art and the Ethics of Scientific Research*, Society for Literature, Science and the Arts (SLSA), Kitchener, Ontario
- **Panel:** *Pharmakon*, Critical Media Lab, Kitchener, Ontario
- 2010 - **Panel:** *The Politics of Exchange*, AC Institute, New York, NY
- 2007 - **Paper Presentation:** *Does the Artist's Gender Affect the Perception of Art?* Midwestern Psychological Association Annual Meeting, Palmer House, Chicago, IL

## CAMPUS | DEPARTMENTAL TALKS

- 2026 - **Guest Panel:** "AI and the Future of Creative Practice," AI as Media Webinar Series, Professor Jason Donati, Feb. 18 (forthcoming).
- **Guest Lecture:** Critical Data Studies graduate class, Professor Adriana de Souza e Silva, Northeastern University, Feb. 17 (forthcoming).
- 2025 - **Guest Lecture:** "Artistic Research and Technocratic Consciousness," *Design Perspectives* undergraduate class, Professor Lee Moreau, Oct. 31.
- **Guest Lecture:** "Tactical Media," *Experimental Game Design* undergraduate class, Professor Celia Pearce, Northeastern University, Oct 17.
- 2024 - **Guest Lecture:** Forum on Technology, Democracy, and Environment, *Media Art, Culture, and Social Justice* undergraduate class, Professor Sarah Kanouse, Nov. 15.
- **Guest Lecture:** "Artistic Research and Technocratic Consciousness," *Understanding Design* undergraduate class, Professor Sonia Ralston, Nov. 12.
- **Guest Lecture:** "Tactical Media," *Experimental Game Design* undergraduate class, Professor Celia Pearce, Northeastern University, Oct. 22.
- **Guest Lecture:** "Dark Interactivity," *Interactive Media and Society* undergraduate class, Professor Sylke Meyer, Oct. 6.
- **Guest Lecture:** Panel on Technological Justice, *Media Art, Culture, and Social Justice* undergraduate class, Professor Sarah Kanouse, March 15.
- 2023 - **Guest Lecture:** "Tactical Media," *Experimental Game Design* undergraduate class. Professor Celia Pearce, Northeastern University, Oct. 27.
- **Guest Lecture:** "Dark Interactivity," *Interactive Media and Society* undergraduate class, Professor Sylke Meyer, Oct. 20.
- **Guest Lecture:** *Digital Feminisms* undergraduate class, Professor Dr. Gloria Sutton, April 12.
- **Guest Lecture:** "Automating the Creative Process: A Debate on How AI Will Transform the Arts," with Derek Curry, *Interventions: Ignite Sixth Annual Design Conference*, Northeastern University, April 8.
- **Guest Lecture:** *Interactive Media and Society* undergraduate class, Professor Dr. Gloria Sutton, March 17.
- 2022 - **Guest Lecture:** "Artistic Research and Media Art Courses," *A+D at Northeastern* undergraduate class, Professor Skylar Borgstrom, Nov. 29.
- **Guest Lecture:** "Tactical Media," *Experimental Game Design* undergraduate class. Professor Celia Pearce, Northeastern University, Oct. 28.
- **Guest Lecture:** "Web 2.0 and its Discontents," *Interactive Media and Society* undergraduate class, Professor Sylke Meyer, Oct. 18.
- **Guest Lecture:** "Topics In Courses and Connecting with Faculty Research Through Scholarships," *Movement and Time* undergraduate class, Professor Sarah Kanouse, April 26.

- **Guest Lecture:** “Research Methods in the Arts,” with Derek Curry, *Research Methods in Interdisciplinary Design and Media* graduate class, Professor Paolo Ciuccarelli, April 20.
- **Guest Lectures:** “Media Arts Topics In Courses and the Creative Computing Minor,” *Art and Design 1000* undergraduate class, Professor Skylar Borgstrom, April 5 and 6.
- 2021 - **Guest Lecture:** “Tactical Media,” *Experimental Game Design* undergraduate class. Professor Celia Pearce, Northeastern University, Oct. 22.
- **Paper Presentation:** “Dataveillance, Informational Mosaics, and the Computational Mind,” *Pattern Recognition Colloquium*, Northeastern University (virtual), Jan. 21.
- 2020 - **Guest Critic:** *Games and Social Justice* undergraduate class, Professor Derek Curry, Feb. 18.
- 2019 - **Guest Lecture:** “Tactical Media,” *Experimental Game Design* undergraduate class. Professor Celia Pearce, Northeastern University, Oct. 18.
- **Guest Lecture:** “The Dérive and Psychogeography”, *Spatial Narrative/Emerging Media Micro-Conference*, Northeastern University, Professor Sarah Kanouse, Feb. 19.
- 2018 - **Guest Critic:** IDV Studio 3 class, Professor Tad Hirsh, Oct. 24.
- **Guest Lecture:** “Tactical Media”, *Experimental Game Design* undergraduate class. Professor Celia Pearce, Northeastern University, Oct. 19.
- **Guest Critic:** ARTD 5001, MFA Interdisciplinary Arts (prof. Sarah Kanouse)
- 2016 - **Guest Lecture:** Department of Media and Information, Chair Johannes Bauer, Oct. 24.
- **Guest Lecture:** State University of New York at Buffalo, *Designed Play* undergraduate class. Professor Stephanie Rothenberg, March 24.
- 2014 - **Guest Lecture:** “Art, Culture, Money: From Stock Markets to Art Markets,” with Derek Curry, State University of New York at Buffalo, *World Civilizations II* undergraduate class, Professor Elizabeth Otto, Nov. 25.
- **Guest Lecture:** “Occupy Los Angeles and the Artists Union,” SUNY at Buffalo, *Global Women's Voices* undergraduate class. Professor Anne Marie Butler, Sept. 8.
- 2013 - **Guest Lecture:** State University of New York at Buffalo, *Designed Play* undergraduate class. Professor Stephanie Rothenberg, Jan. 22.

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### CURATED AND ORGANIZED EXHIBITIONS AND SYMPOSIA

- 2023 - **Organizer:** *The Glass Room* exhibition, curated by Tactical Technology Collective, Northeastern University, Center for Design, March 15 – April 19, 2023.
- **Co-organizer:** *Data & [Dis]Obedience Conference*, March 15, 2023, Egan Research Center, Northeastern University.
- 2019 - **Co-curator | Organizer:** *Re:Constructing Evidence*, with Dietmar Offenhuber, Meg Heckman, and Ang Li, Boston Cyberarts, Boston, MA
- 2013 - **Co-curator | Organizer:** *Tempus Fugit (and Airplanes Crash but Drones Are Forever)*, with Derek Curry, Liz Lessner, Laura Curry, Paul Sargent, and Sean Feiner, Hi-Temp Fabrication, Buffalo, NY
- 2012 - **Co-curator:** *Capital Offense: The End(s) of Capitalism*, with Renée Fox, Beacon Arts Building, Inglewood, CA
- 2009 - **Co-curator:** *Means and Measures*, with Melanie McLain, Crisp London Los Angeles, CA
- 2008 - **Co-curator:** *2008 Wight Biennial: Group Effort: Collaboration as Process and Form*, with Matthias Merkel Hess, Wu Ingrid Tsang, and Alexandro Segade, Wight Gallery, UCLA

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### PROJECTS WITH SELECTED AWARDS AND FUNDING

2025	<b>Cabinet of Cognition:</b> an AI-generated short film tracing the evolution of cognitive labor—from the 18th-century Mechanical Turk to today’s global gig economy. Collaboration with Derek Curry. <b>Support:</b> Created with the support of the <i>Umbra Chromatica</i> pavilion at <i>The Wrong Biennale</i> .
2024 – ongoing	<b>Generative Persuasion:</b> an interactive artwork that allows participants to algorithmically generate micro-targeted conspiracy theories, political ads and social media posts, revealing how effective Large Language Models (LLMs) are at quickly generating disinformation. <b>Funding:</b> Created for Getty PST ART: Art & Science Collide.
2023 - ongoing	<b>Epic Sock Puppet Theater:</b> an interactive artwork featuring animatronic sock puppets speaking the words of social media posts from sock puppet accounts known to have engaged in disinformation campaigns. Collaboration with Derek Curry. <b>Funding:</b> Commissioned by MediaFutures support program and remote residency, European Union. <b>Awards:</b> Best Artist(s) in the ‘Artist for Media’ track, MediaFutures.
2021	<b>Boogaloo Bias:</b> an interactive installation and online artwork showing some problematic uses of facial recognition by police, including using images of celebrity doppelgängers and low accuracy thresholds. Collaboration with Derek Curry. <b>Funding:</b> Commissioned by Science Gallery Detroit, Northeastern Center for the Arts, <i>Modes of Address/Redress</i> Seed Funding grant.
2020	<b>Going Viral:</b> an interactive artwork that invites people to share COVID-19 informational videos featuring neural network generated celebrities, social media influencers, and politicians that have previously spread misinformation about coronavirus. Collaboration with Derek Curry. <b>Funding:</b> Commissioned by NEO Digital Arts Festival, Dundee Scotland. <b>Awards:</b> Finalist, Falling Walls Science Breakthroughs of the Year in Art and Science. Official Selection, Finger Lakes Environmental Film Festival (FLEFF). Online collection, <i>The AI Gallery</i> , National Gallery X / National Gallery London, UK.
2020	<b>Infodemic:</b> a neural network-generated video that questions the mediated narratives created by social media influencers and celebrities about the coronavirus. Collaboration with Derek Curry. <b>Support:</b> Created with the support of the SciArt Initiative. <b>Awards:</b> Official Selection, <i>FLUX Moving Image Festival</i> , Film Oxford, UK.
2018-2020	<b>Computational Fables:</b> an interactive video installation that allows the public to examine the representational tropes in data analytics companies’ promotional materials. Collaboration with Derek Curry. <b>Funding:</b> Supported by Northeastern University’s Dean’s Research Fellowship on Data Storytelling.
2017-2021	<b>WarTweets:</b> an online game played by sending tweets to @realDonaldTrump’s twitter account. Collaboration with Derek Curry. <b>Awards:</b> Official Nominee, Spotlight Award: Adaptation, IndieCade International Independent Games Festival.
2015-2020	<b>Crowd-Sourced Intelligence Agency:</b> an online app and interactive installation that partially replicates an open-source intelligence (OSINT) surveillance system and predictive policing algorithms. Collaboration with Derek Curry. <b>Funding:</b> Commissioned by Science Gallery Dublin.
2015-2016	<b>Attack of the Zombie Banks:</b> a video game about the 2008 financial crisis. Collaboration with Derek Curry.
2013-2015	<b>CDS Mess:</b> a card game that teaches players about financial instruments. Collaboration with Derek Curry and Devin Wilson.
2014	<b>Art Investment 2014 AA1:</b> a triptych and art asset that diagrams the financialization of the art market and displays the companies listed on the Skate’s Art Stock Index via interactive data-feeds. Collaboration with Derek Curry.
2014	<b>Investigation Information Access:</b> data visualizations of FOIA FBI documents for artists and other creative professionals. Collaboration with Derek Curry.
2014	<b>Dérive (in Google Earth):</b> a video exploration of algorithmic topography and

	psychogeography in Google Earth. Collaboration with Derek Curry.
2012	<b>FBI Portraits:</b> computational portraits of writers, artists, intellectuals and activists who have been investigated by the FBI, showing the most commonly used descriptive words in their FOIA files.
2010	<b>IRB# G10-02-066-01:</b> a participatory installation featuring a shock machine that investigates the decision-making process of Institutional Review Boards.
2010	<b>Subject/Object Relations:</b> an artistic research project and participatory installation that studies the impact of objectification in public space.

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## GRANTS | COMMISSIONS

### EXTERNAL

2024	- Commission of <i>Generative Persuasion</i> , The Loft at Liz's, Getty Center: PST ART: Art & Science Collide, Los Angeles, CA.
2022	- Commission of <i>Sock Puppet Theater</i> , Media Futures, European Union, support program including virtual residency. €25,000 (international).
2021	- Commission of <i>Boogaloo Bias</i> , Science Gallery Detroit (international).
2020	- Commission of <i>Going Viral</i> , NEoN Digital Arts Festival, Dundee, Scotland (international).
2015	- Commission of <i>Crowd-Sourced Intelligence Agency</i> , Science Gallery Dublin (international).
2014	- 2014 SLSA National Science Foundation Travel Grant
2011	- Puffin Foundation Artist Grant

### INTERNAL

2025	- Northeastern University Phase 1 Creative Catalyst Seed Grant: <i>Planning Digital Access to Elizabeth Freeman's Legacy</i> , \$5,000. Role: Co-PI. Period: November 2025 – June 2026.
	- Northeastern University CAMD Strategic Priorities Seed Grant: <i>The Art of Protest</i> . \$10,000. Role: Co-PI. Period: July 2025 - June 2026.
2021	- Northeastern University Tier 1 Research Grant: <i>See Something, Frame Something: State-Private Influence and Cooperation in Surveillance of Targeted Communities</i> , \$50,000. Role: Co-PI. Period: September 2021 – April 2023.
	- Northeastern Center for the Arts, <i>Modes of Address/Redress</i> seed funding for <i>Boogaloo Bias</i> .

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## TEACHING

### NORTHEASTERN UNIVERSITY

#### **Interactive Media and Society**

Spring 2024 (19 students), Fall 2025 (9 students)

#### **AI in Action: AI in Arts, Media and Design: Fostering Connection and Creativity**

Fall 2024 (46 students)

#### **Topics In Media Arts: Art in the Age of Mass Surveillance**

Fall 2022 (7 students: 1 Graduate Student as Directed Study)

#### **Experience and Interaction**

Fall 2017 (15 students), Spring 2018 (14 students), Spring 2019 (17 students), Fall 2020 (16 students), Spring 2021 (14 students), Fall 2021 (15 students), Spring 2022 (15 students), Fall 2022 (15 students), Spring 2023 (15 students), Fall 2023 (16 students)

## Media Arts Capstone

Fall 2021 (7 students), Spring 2022 (10 students), Fall 2022 (9 students), Spring 2023 (13 students), Fall 2023 (8 students), Spring 2024 (16 students), Fall 2024 (11 students), Fall 2025 (7 students)

## Rapid Idea Prototyping

Fall 2017 (15 students), Fall 2024 (19 students), Spring 2024 (17 students)

## Introduction to Game Research Methods

Spring 2018 (22 students), Spring 2019 (14 students), Spring 2021 (15 students)

## Game Interface Design

Fall 2017 (19 students), Fall 2018 (16 students), Fall 2020 (15 students)

## Directed Study: Art and Economics

Summer 1 2018 (1 student)

## OTHER INSTITUTIONS

Assistant Professor, Electronic Art and Intermedia, Michigan State University:

**Creative Coding**, Spring 2017

**Electronic Art and Intermedia I**, Fall 2016, Spring 2017

**Experiments in Digital Video**, Fall 2016

Instructor of Record, SUNY Buffalo:

**Time-Based Strategies**, Spring 2016, Spring 2015, Spring 2014

Adjunct Instructor, West Los Angeles Community College:

**People in Contemporary Society**, Fall 2011

Teaching Associate, UCLA:

**Introduction to New Genres**, with Piero Golia, Winter 2010

**Issues in Contemporary Art: The Field of Art**, with Andrea Fraser, Fall 2009

Teaching Assistant, SUNY Buffalo:

**World Civilizations I**, Spring 2015, Spring 2013, SUNY Buffalo

Teaching Assistant, UCLA:

**Art: The Sixties**, with Russell Ferguson, Winter 2009

**Introduction to New Genres**, with Mario Ybarra Jr., Fall 2008

**Introduction to New Genres**, with Andrea Fraser, Spring 2008

## GRADUATE STUDENT ADVISING

- 2024-2025 - Sage Jung, Interdisciplinary Design and Media (PhD), Co-Advisor
- 2023 - Joli Holmes, Information Design (MFA), Outside Reader
- 2020-2021 - Alexis Zarow, Experience Design (MFA), Thesis Advisor
- Nick Bergquist, Experience Design (MFA), Outside Reader
- Zixuan Yang, Experience Design (MFA), Committee Member
- 2019-2020 - Todd Linkner, Experience Design (MFA), Outside Reader
- 2018-2019 - Riddhi Padte, Game Science and Design (MS), Thesis Advisor
- Regina Fabio, Game Science and Design (MS), Thesis Advisor
- Yangli Liu, Interdisciplinary Arts (MFA), Faculty Mentor
- Dustin Bell, Interdisciplinary Arts (MFA), Faculty Mentor
- 2017-2018 - Ria Mittal, Game Science and Design (MS), Faculty Mentor

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## SERVICE

### ACADEMIC

- 2025
  - CAMD AI Initiative
  - University AI Curriculum Working Group
  - Co-Chair Art + Design Tenure and Promotions Committee
  - University Graduate Appeals Committee
  - Art + Design Lecture Series Committee
  - Art + Design Student Awards Committee
  - Video Art Curriculum Committee
- 2024
  - AI and Data Task Force, College of Art, Media and Design
  - Co-Chair Tenure and Promotions Committee
  - Art + Design Lecture Series Committee
  - Hiring Committee, Director, Media Studios Organization
  - University Graduate Appeals Committee
  - Student Awards Committee
- 2023
  - Student Awards Committee
  - Student Advisory Board Committee
  - University Graduate Appeals Committee
  - Curriculum Committee
- 2022
  - University Graduate Appeals Committee
  - Curriculum Committee
  - Creative Computing Minor Committee
- 2021
  - University Graduate Appeals Committee
  - Curriculum Committee
  - Participated in bi-weekly Media Arts and Fundamentals meetings to develop undergraduate curricula
  - Creative Computing Minor Committee
  - Portfolio reviewer, Media Arts undergraduate students
- 2020
  - Participated in bi-weekly Game Design faculty meetings
  - Participated in monthly Media Arts and Fundamentals area meetings
  - Creative Computing Minor Committee
  - Hiring Committee, Games and Virtual Environments Tenure-Track Position, Department of Art + Design
  - Lead organizer, Game Design, CAMD Student Showcase
- 2019
  - Lead organizer, Game Design, CAMD Student Showcase
  - Hiring Committee, Design Tenure-Track Position, Department of Art + Design
  - Faculty Supervisor, Global Game Jam
  - Participated in Game Design area meetings (Spring: weekly / Fall: bi-weekly)
  - Game Design undergraduate curriculum committee (monthly meetings)
- 2018
  - Faculty Presenter at Ericsson CAMD site visit
  - Presentation on AI, AR, and VR for James Hackney, Office of the President
  - Faculty Supervisor, Global Game Jam
  - Curriculum development for the MFA in Interdisciplinary Arts
  - CAMD Parent/Family reception
- 2017
  - Participated in weekly Game Design faculty meetings
- 2016
  - Curriculum Committee, Michigan State University

## SERVICE TO THE FIELD

2026	- Peer-Reviewer, <i>Leonardo</i> , Oxford
2025	- Peer-Reviewer, International Symposium on Electronic Art - Peer-Reviewer, <i>Big Data &amp; Society</i> , SAGE Journals
2024	- Peer-Reviewer, <i>Big Data &amp; Society</i> , SAGE Journals - Peer-Reviewer, International Symposium on Electronic Art
2023	- Peer-Reviewer, <i>Leonardo</i> , Oxford
2022	- Grants, Scholarships & Finance Committee Member, New Media Caucus - Peer-Reviewer, <i>Big Data &amp; Society</i> , SAGE Journals
2021	- Program Committee Member, Art Machines 2, <i>International Symposium on Machine Learning and Art</i> - Grants, Scholarships & Finance Committee Member, New Media Caucus - Theme Curation Committee, New Media Caucus - Peer-Reviewer, <i>Big Data &amp; Society</i> , SAGE Journals
2019	- Peer-Reviewer, <i>Psychology, Crime &amp; Law</i> , Taylor and Francis
2018-2021	- Grants, Scholarships & Finance Committee Member, New Media Caucus
2018-2021	- Board Member, New Media Caucus
2018	- Chapter Reviewer, <i>The Educational Intelligent Economy: Big Data, Artificial Intelligence, Machine Learning and the Internet of Things in Education</i>

## COMMUNITY

2024	Gave an interview with a high school student about using AI in artistic practices.
2019	Invited lecture, surveillance, privacy, media art and serious games, Needham High School

## PROFESSIONAL ASSOCIATIONS

2015, 2022-ongoing	International Symposium on Electronic Art (ISEA)
2022	Surveillance Studies Network (SSN)
2018-2022	New Media Caucus (NMC)
2010, 2016-2019	College Art Association (CAA)
2011-2014, 2019	Society for Literature, Science and the Arts (SLSA)
2012	The Universities Art Association of Canada (UAAC)

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## WORK CITATIONS

2026	- Susan Cahill, <i>States of Observance: Contemporary Art and Surveillance Logic in Canada, 2001–2021</i> , McGill Queen’s (University Press, forthcoming October), <a href="https://www.mqup.ca/Books/S/States-of-Observance">https://www.mqup.ca/Books/S/States-of-Observance</a> - Melody Meyer, “MSU Museum’s reopening exhibit explores AI’s impact on reality perception,” January 15, 2026, <a href="https://statenews.com/article/2026/01/msu-museums-reopening-exhibit-explores-ais-impact-on-reality-perception">https://statenews.com/article/2026/01/msu-museums-reopening-exhibit-explores-ais-impact-on-reality-perception</a> - “MSU Museum Reopens with “Blurred Realities” Exhibition,” <a href="https://museum.msu.edu/msu-museum-reopens-with-blurred-realities-exhibition/">https://museum.msu.edu/msu-museum-reopens-with-blurred-realities-exhibition/</a>
2025	- Melania Diaz, “CTM Scholar Spotlight: Jennifer Gradecki and Derek Curry,” September 30, 2025, <a href="https://camd.northeastern.edu/news/ctm-scholar-spotlight-jennifer-gradecki-and-derek-curry/">https://camd.northeastern.edu/news/ctm-scholar-spotlight-jennifer-gradecki-and-derek-curry/</a> - Genaro Palma, “Diffusion Filters Make Privacy the Next Casualty of Social Media,” <i>Just AI News</i> , July 28, 2025, <a href="https://justainews.com/applications/face-and-image-recognition/diffusion-filters-make-privacy-the-next-casualty-of-social-media/">https://justainews.com/applications/face-and-image-recognition/diffusion-filters-make-privacy-the-next-casualty-of-social-media/</a>

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- Karl Quinn, "Hopelessly distracted by you: Can we break our love affair with tech?" Sydney Morning Herald, July 26, 2025, <https://www.smh.com.au/culture/art-and-design/hopelessly-distracted-by-you-can-we-break-our-love-affair-with-tech-20250723-p5mhaf.html>
- Sonia Nair, "11 fun things to do in Melbourne," Sydney Morning Herald, July 4, 2025, <https://www.smh.com.au/national/victoria/11-fun-things-to-do-in-melbourne-20250701-p5mbnj.html>
- Christopher Allen, "Attention deficit? Take it as read," *Weekend Australian*, November 8, 2025, <https://infoweb-newsbank-com.ezproxy.neu.edu/apps/news/document-view?p=AWNB&docref=news/1A4357BDEAA75F60>.
- PIPS @ The Science Gallery, VAPS Newsletter, <https://newsletters.naavi.com/i/5gpBmyN/vaps-newsletter-term-4-2025/page/6>
- "Generative Persuasion," <https://ontwerpkritiek.nl/generative-persuasion/>.
- Jennifer Gradecki, "AI Literacy Workshop: AI-Generated Content and Disinformation Campaigns," Center for Advanced Teaching and Learning Through Research, Northeastern University, <https://learning.northeastern.edu/ai-gallery-post-ai-literacy-workshop-disinformation-campaigns/>.
- Baši Bučková, "Looking Back At Really? Art and Knowledge in Time of Crisis," January 2025, <https://framerframed.nl/en/dossier/looking-back-at-really-art-and-knowledge-in-time-of-crisis/>.
- Genie Davis, "Lock/Unlock Opens New Doors to Art at Loft at Liz's," January 11, 2025, <https://www.diversionsla.com/lock-unlock-opens-new-doors-to-art-at-loft-at-lizs/>
- 2024 - Critical Art Ensemble, "(Anti-)Technocracy," in *The Bloomsbury Encyclopedia of New Media Art, Volume 2: Artists and Practice*, 1st Edition, by Paul Thomas (ed), Bloomsbury, 2024, <https://www.bloomsburyvisualarts.com/encyclopedia?docid=b-9781474207959>
- Morris, Christopher. "Cohering Marginality: A Thematic Analysis of Mentorship and Counterveillance Among Black Women Scholars in Rhetoric and Writing Studies." *Peitho: Journal of the Coalition of Feminist Scholars in the History of Rhetoric* 27, no. 1 (2024): 149–64. <https://doi.org/10.37514/PEI-J.2024.27.1.10>
- Michael Lithgow, "Searching for Digital Agency: Subject Possibilities in the Aesthetics of Computational Ambiguity," *Canadian Journal of Communication* 2024 49:4, 542-565, <https://doi.org/10.3138/cjc-2023-0022>
- "Lock/Unlock Artist Talk and Opening Reception," *artillerymag.com*, <https://artillerymag.com/events/lock-unlock-artist-talk-and-opening-reception/>
- "CAMD faculty share research at Essential AI Toolkit bootcamp," September 24, 2024, <https://camd.northeastern.edu/news/camd-faculty-share-research-at-essential-ai-toolkit-bootcamp/>.
- Ciara Bracken-Roche, ADAPT Centre, School of Law & Criminology, Maynooth University, <https://www.adaptcentre.ie/ciara-bracken-roche-responds-to-boogaloo-bias/>.
- Ronan Leonard, "Dublin's Beta Festival To Explore Relationship Between Technology and Power in Second-Year Return," August 6, 2024, *Irish Tech News*, <https://irishtechnews.ie/dublins-beta-festival-to-explore-relationship-between-technology-and-power-in-second-year-return/>.
- Ronan Leonard, "Beta Festival announces programme including award-winning XR performance Noire, conference featuring Abebe Birhane and international exhibition Unsettling the Algorithm," October 4, 2024, *Irish Tech News*, <https://irishtechnews.ie/beta-festival-announces-programme/>.

- “Digital Doppelgangers: Art and the Failure of Facial Recognition (#19),” Framer Framed Podcast, <https://framerframed.nl/en/dossier/podcast-digital-doppelgangers-art-and-the-failure-of-facial-recognition/>.
  - Dejan Grba. “Computer Vision in Tactical AI Art.” *Arts & Communication Journal*, 2282. <https://doi.org/10.36922/ac.2282>.
  - Dejan Grba. "The Mechanical Turkness: Tactical Media Art and the Critique of Corporate AI." *arXiv preprint arXiv:2402.17490* (2024). <https://doi.org/10.48550/arXiv.2402.17490>
  - Paula Rodríguez Sardiñas, “Ik ben, dus ik twijfel — ‘Really? Art and Knowledge in Time of Crisis’ bij Framer Framed,” *Metropolis M*, May 9, 2024, <https://metropolism.com/nl/recensie/ik-ben-dus-ik-twijfel-really-art-and-knowledge-in-time-of-crisis-bij-framer-framed/>.
  - Mrinmayee Bhoot, “Probing the (un)certainities of (un)knowing at Framer Framed’s Amsterdam exhibition,” *StirWorld*, August 16, 2024, <https://www.stirworld.com/see-features-probing-the-un-certainities-of-un-knowing-at-framer-framed-s-amsterdam-exhibition>
- 2023
- Stacia Pelletier, “Boogaloo Bias by Jennifer Gradecki and Derek Curry,” Science Gallery Atlanta, September 12, 2023, <https://www.atlanta.sciencegallery.com/justice-faces-stories/boogaloo-bias>
  - Manon Blot, Louise Enjalbert, September 2023, D3.4 - Report on artistic residencies, year 3, <https://mediafutures.eu/wp-content/uploads/2023/09/D3.4-FINAL-VERSION-V2.pdf>
  - Johanna Walker, Gefion Thuermer, Julian Vicens, Elena Simperl, “AI Art and Misinformation: Approaches and Strategies for Media Literacy and Fact Checking,” AIES '23: Proceedings of the 2023 AAAI/ACM Conference on AI, Ethics, and Society, August 29, 2023, 26-37, <https://dl.acm.org/doi/10.1145/3600211.3604715>
  - IRCAM Centre Pompidou, “MediaFutures celebrated the 3rd cohort projects' success and 3-year programme conclusion!” July 3, 2023, <https://www.ircam.fr/article/clap-de-fin-pour-la-troisieme-cohorte-et-les-trois-annees-du-programme-mediafutures>
  - Sophie Steinfeld, Radio Interview, New York Bureau of ARD German Television and Radio.
  - Open Data Institute, “Online misinformation through an alternative lens – can art help tackle digital dilemmas?” April 2, 2023, <https://mediafutures.eu/online-misinformation-through-an-alternative-lens-can-art-help-tackle-digital-dilemmas/>
  - Dejan Grba, “Renegade X: Poetic Contingencies in Computational Art,” *Proceedings of the 11th Conference on Computation, Communication, Aesthetics & X*, 2023, <https://2023.xcoax.org/pdf/grba.pdf>.
  - Christina Sterbenz, “DeviantArt’s Decision to Label AI Images Creates a Vicious Debate Among Artists and Users,” *ARTNews*, July 18, 2023, <https://www.artnews.com/art-news/news/deviantart-artificial-intelligence-ai-images-midjourney-stabilityai-art-1234674400/>
  - Alexandra Tremayne-Pengelly, “Will AI Replace Artists? Some Art Insiders Think So,” *Observer*, June 21, 2023, <https://observer.com/2023/06/will-a-i-replace-artists-some-art-insiders-think-so/>
  - Metrópolis TV, Feature on PikselXX, “Going Viral”, February 15, 2023, <https://www.piksel.org/nextcloud/index.php/s/Xj9oFdZnjoYNmdl>
  - Sarah Mesdijan, Huntington News, “Professors say AI art advancements shouldn’t worry art students at Northeastern,” March 1, 2023, <https://huntnewsnu.com/70737/campus/professors-say-ai-art-advancements-shouldnt-worry-art-students-at-northeastern/>
- 2022
- Mark Shepard, “Alternative Facts,” In *There Are No Facts: Attentive Algorithms, Extractive Data Practices, and the Quantification of Everyday Life*. Cambridge, Massachusetts: The MIT Press, 2022.

- Cody Mello-Klein, "The AI portrait app Lensa has gone viral, but it might be more problematic than you think," *Northeastern Global News*, December 9, 2022, <https://news.northeastern.edu/2022/12/09/portrait-ai-app/>
- Katerina Cizek, William Uricchio, Juanita Anderson, Maria Agui Carter, and Detroit Narrative Age, "Plants, Animals, Gods and AI," In *Collective Wisdom: Co-Creating Media for Equity and Justice*. 1st ed. Berkeley: MIT Press, 2022.
- Melinda M. White, "Weirding Winona: iDMAa 2022 Weird Media Exhibition," *Electronic Book Review*, October 2, 2022, <https://electronicbookreview.com/essay/weirding-winona-idmaa-2022-weird-media-exhibition/>
- Cody Mello-Klein, "Artificial Intelligence is Here in Our Entertainment. What Does That Mean for the Future of the Arts," *News@Northeastern*, September 9, 2022, <https://news.northeastern.edu/2022/09/09/art-and-ai/>
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- Israel Rodríguez Giralt, "States of emergency: art in times of pandemic," *Arts Santa Mónica*, <https://artssantamonica.gencat.cat/en/detall/Estats-demergencia-lart-en-temps-de-pandemia>
- Jesús Arpal Moya, Nancy Garín and Antoine Silvestre, "Contraimaginariis Postpandèmics," *Arts Santa Mónica*, <https://artssantamonica.gencat.cat/en/detall/Contraimaginariis-Postpandemics>
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- "Going Viral," *Issues in Science and Technology Magazine*, Coronavirus Pandemic Creative Responses Archive, Cultural Programs of the National Academy of Sciences (CPNAS), <https://issues.org/creative-response/going-viral/>
- "Infodemic," *Issues in Science and Technology Magazine*, Coronavirus Pandemic Creative Responses Archive, Cultural Programs of the National Academy of Sciences (CPNAS), <https://issues.org/creative-response/infodemic/>
- 2020 - Ana Hine, "Given to Chance," *NEoN Digital Arts*, November 24, 2020. <https://northeastofnorth.com/given-to-chance/>
- 2019 - Aria Bracci, "An Exhibit That Makes You Question Your Reality," *News@Northeastern*, October 3, 2019, <https://news.northeastern.edu/2019/10/03/northeastern-professors-question-evidence-and-reality-in-collaborative-art-exhibit-at-boston-cyberarts/>
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- *\_docubase*, MIT Open Documentary Lab, <https://docubase.mit.edu/project/crowd-sourced-intelligence-agency/>

- "Art + Design Faculty Members Present Crowd-Sourced Intelligence Agency (CSIA) Project at NeMe Art Center in Cyprus," February 8, 2019, <https://camd.northeastern.edu/news/csia-project-at-neme-art-centre-in-cyprus/>
- 2018 - Andreas Gajdošík, "End of survey. Internet art in the transition to society," *Artalk*, December 12, 2018, <http://artalk.cz/2018/12/19/konec-pruzkumu-internetove-umeni-v-prechodu-ke-spolecnosti/>
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