

Eric Gordon

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Education

Ph.D., 2003, M.A., 1999, Dept. of Critical Studies
School of Cinema-Television, University of Southern California
Los Angeles, CA

BA, 1994, Sociology
University of California, Santa Cruz, CA

Professional Affiliations

Department of Visual and Media Arts, Emerson College, Boston, MA
Associate Professor of New Media (Fall 2010-present)

Tisch College of Citizenship and Public Service, Tufts University, Medford, MA
Visiting Scholar (August 2011-June 2012)

Department of Visual and Media Arts, Emerson College, Boston, MA
Assistant Professor of New Media (Fall 2004-Spring 2010)

Institute for Multimedia Literacy, University of Southern California, Los Angeles, CA
Postdoctoral Fellow (August 2003-June 2004)

MFA Department, Graduate Film Program, Art Center College of Design, Pasadena, CA
Visiting Professor (Summer 2004)

Department of Art History, Media Studies Program, Pomona College, Pomona, CA
Adjunct Professor (Fall 2002-Spring 2003)

Institute for Multimedia Literacy, University of Southern California, Los Angeles, CA
Assistant Lecturer (Spring 2002- Spring 2003)

Department of Critical Studies, School of Cinematic Arts, University of Southern California, Los Angeles, CA
Teaching Assistant (Fall 1997- Fall 2001)

Books

Gordon, E. and de Souza e Silva, A. (2011) *Net Locality: Why Location Matters in a Networked World*. Malden, MA: Blackwell Publishers.

Gordon, E. (2010) *The Urban Spectator: American Concept-cities from Kodak to Google*. Hanover, NH: Dartmouth College Press.

Games and Digital Media

Community PlanIt (2011), lead designer
Tin Can Classroom (2011), co-designer
Participatory Chinatown (2010), lead designer
Hub2 (2008), co-designer
Digital Lyceum (2008), lead designer

Peer Reviewed Journal Articles

Harry, D., **Gordon, E.**, Schmandt, C. (2012, *forthcoming*). "Setting the Stage for Interaction: A Tablet Application to Augment Group Discussion in a Seminar Class," *Proceedings of Community Supported Cooperative Work*, Seattle, WA.

Gordon, E. and Schirra, S. (2011). "Playing With Empathy: Digital Role-Playing Games in Public Meetings," *Proceedings of Communities and Technologies 2011*, Brisbane, Australia.

Gordon, E., Schirra S. and Hollander, J. (2011). "Immersive Planning: A Conceptual Model for Designing Public Participation with New Technologies," *Environment and Planning B*, 38(3) 505-519.

Gordon, E. and Manosevitch, E. (2010). "Augmented Deliberation: Merging Physical and Virtual Interaction to Engage Communities in Urban Planning," *New Media & Society*.

Gordon, E. and Bogen, B. (2009) "Designing Choreographies for the 'New Economy of Attention,'" *Digital Humanities Quarterly*, 3.2: 25 pars. <<http://digitalhumanities.org/dhq>>.

Gordon, E. (2008). "Towards a Theory of Network Locality" *First Monday*, 10.6: 18 pars.
<http://firstmonday.org/htbin/cgiwrap/bin/ojs/index.php/fm/article/view/2157/2035>.

Gordon, E. and Koo, G. (2008). "Placeworlds: Using Virtual Worlds to Foster Civic Engagement," *Space and Culture*, 11.3: 204-221.

Gordon, E. (2007). "Mapping Digital Networks: From Cyberspace to Google" *Information, Communication and Society* 10.6: 885-901.

Gordon, E. (2005). "Toward a Networked Urbanism: Hugh Ferriss, Rockefeller Center, and the 'Invisible Empire of the Air'" *Space and Culture: International Journal of Social Spaces*, 8.3: 248-268.

Non- Peer Reviewed Journal Articles

Gordon, E. (2003) "Introduction: The Geography of Virtual Worlds," *Space and Culture*, 11.3: 200-203.

Gordon, E. (2001) "Spatial Experience: Media and the Production of Place," *Spectator: The University of*

Book Chapters

Gordon, E. and de Souza e Silva, A (2012, *forthcoming*) “The Urban Dynamics of Net Localities: How Mobile and Location-Aware Technologies Are Transforming Places,” *Mobile Technology and Place*, eds. Rowan Wilken and Gerard Goggin, New York: Routledge.

de Souza e Silva, A. and **Gordon, E.** (2012, *forthcoming*) “The Waning Distinction Between Private and Public: Net Locality and the Restructuring of Space,” *Media Studies Futures*, ed. Kelly Gates, Malden, MA: Blackwell.

Gordon, E., (2009) “Redefining the Local: The Distinction Between Located Information and Local Knowledge in Location-Based Games,” *Digital Cityscapes*, eds. Adriana de Souza e Silva and Daniel Sutko, New York: Peter Lang, 21-36.

Gordon, E. (2009) “The Metageography of the Internet: Mapping from Web 1.0 to 2.0” *Medien Geographie: Theorie, Analyse, Diskussion*, eds. Jörg Döring and Tristan Thielman, Bielefeld, Germany: [Transcript] Verlag, 397-412.

Gordon, E. (2007) “Cartographic Navigation: Mapping Experience in Digital and Urban Space,” *Urban Communication Reader*, eds. Gene Burd, et. al., Cresskill, NJ: Hampton Press, 129-140.

Gordon, E. (2003) “Fortifying Community: African American History and Culture in Leimert Park,” *The Sons and Daughters of Los*, ed. David James, Philadelphia, PA: Temple University Press, 63-84.

Book Reviews

Gordon, E. (2006) *The Geography of the Internet Industry* by Mathew Zook, *Journal of New Media and Society*, 8.4: 853-856.

Grants/Contracts

Gordon, E. Principal, *Community PlanIt Implementation in Boston Metropolitan Area*, HUD Sustainable Communities Funds, MAPC, \$20,000, November 2011 – January 2012.

Gordon, E. Principal Investigator, *Community PlanIt: an Online Game for Planning in Boston Public Schools*, City of Boston, \$49,500, July 2011-December 2011.

Gordon, E. Principal Investigator, *Community PlanIt*, Knight Foundation Technology for Engagement Initiative, \$250,000, July 2010 – September 2011.

Gordon, E. Co-Principal Investigator, *Participatory Chinatown*, MacArthur Digital Media and Learning Challenge, \$170,000, July 2009-May 2010.

Gordon, E. Co-Principal Investigator, Neighborhood of Tomorrow (NOT::Boston), Center for Future Civic Media at MIT, \$15,000, Summer 2009.

Gordon, E. Co-Principal Investigator, *Hub2: Bridging Civil Society and Government with new ICTs*, Berkman Center for Internet and Society at Harvard University, (\$90,000 grant from the City of Boston, the Boston Redevelopment Authority, and Harvard University, 2008).

Gordon, E. Principal Investigator, *Digital Lyceum Project: Integrating Backchannels into the Live Humanities Event*, Emerson College (\$32,000 Digital Humanities Start-up Grant from the National Endowment for the Humanities, 2007-2008)

Gordon, E. Co-Principal Investigator, *Hub2: Second Life and Urban Planning*, (\$25,000 from City of Boston and Boston Redevelopment Authority, 2007)

Gordon, E. Co-principal investigator, *MediaBASE: Interactive Forum for Multimedia Scholarship* (\$20,000 from the Institute for Multimedia Literacy and the Integrated Media Systems Center at the University of Southern California, 2003-2004).

Consulting and Advising

MOMSProject, software conceptualization and design. Yale University Medical School (January 2011 – March 2011).

City of Acton, MA Master Planning Process, *Virtual Participation Workshops* (June 2009 – May 2010).

Kettering Foundation, “Online Deliberation Game Workshop,” Dayton, OH (October 2008).

NITLE Grant, “Moving Images Collaborative” consultant for five college collaboration for designing new media pedagogies, Hamilton College, Clinton, NY, August 2007-June 2009

Urban Communication Foundation, Member of the Advisory Board, 2006-2008

Wi-Fi Portal Project, *The Boston Globe*, September 2005-2007

“Ethnographic Approaches to Information Access and Design: A Planning Grant,” NITLE, Michael Roy, Wesleyan University, PI, June 2005-March 2006

Invited Lectures/Discussions

Invited Panelist, “Learning, Assessment and Serious Games, Challenges, Assumptions and Charting Directions,” New England Association of Schools and Colleges, Boston, MA (December 2011)

Invited Lecture, “Community PlanIt: How Can a Planning Process Based on an Online Game Encourage Different Interest Groups to Influence School Policy and Improvement Strategies?” *Media Literacy 2011*, MIT, Cambridge, MA (October 2011).

Moderated Lunch, “How to Design Interactive Media That Improve Place-Based Experiences and Encourage Local Civic Engagement” Reimagining the City – University Connection: Integrating Research, Policy, and Practice,” Harvard Kennedy School, Cambridge MA (October 2011).

Invited Lecture, “Beyond Participation: Designing Local Engagement for a Mobile Culture,” *Mobility Shifts: An International Future of Learning Summit*, New York, NY (October 2011).

Keynote Panelist, “Net Locality and the Aesthetics of Community Engagement,” LOOK BETTER / Interdisciplinary Visual Research Symposium, University of Cincinnati, Cincinnati, OH (October 2011).

Invited Lecture, “Enhancing Community Meetings Through Interactive Games,” Digital Communications Workshop, Harvard Kennedy School, Cambridge MA (September 2011).

Keynote Lecture, “The Challenge of Designing Local Engagement for Networked Communities,” Community and Technologies 2011, Queensland University of Technology, Brisbane, Australia (June 2011).

Keynote Lecture (with David Bogen), “Intimacy, Expertise, and the ‘Problem’ of Attention: Designs for Post-Industrial Education,” eTeaching Conference, Boston College (May 2011).

Invited Panelist, “Immersive Planning Engagement Strategies,” *American Planning Association*, Boston, MA (April 2011).

Keynote Lecture, “Engaging Community Online and Off,” *California Redevelopment Association*, San Jose, CA (March 2011).

Invited Panelist, “Engaging Communities With Games and Social Media,” Digital Media and Learning Conference, Long Beach, CA (March 2011).

Invited Lecture, “Why Location Matters in a Networked World,” Trendy Topics T2, <http://www.trendytopics.info/schedule.htm> (February 2011).

Keynote Lecture, “Designing Attention & Learning in the Modern Classroom: Emerging Social Rituals and Their Influence on Classroom Learning” 2011 Academic Technology Institute, Lesley University, Cambridge, MA (January 2011).

Invited Lecture, “She’s Got LEGs and She Knows How to Use Them: How Neighborhoods Can Build Local Engagement Games to Build Community and Plan for the Future” Comparative Media Studies Communication Forum, MIT, Cambridge, MA (November 2010).

Invited Lecture, “Mobile & Local Engagement Games -- to Build Community and Plan for the Future,” University of Southern California, Los Angeles, CA (October 2010).

Invited Lecture, “Local Engagement Games,” Cal Poly San Luis Obispo, San Luis Obispo, CA (October 2010).

Invited Lecture, “Democratic Participation Through Digital Games and Virtual Environments,” Central Coast Bioneers, San Luis Obispo, CA (October 2010).

Invited Lecture, “Attention and the Classroom,” Collaborative Learning Center, Yale University, New Haven, CT (October 2009)

Invited Panelist, “Technology for Participatory Planning and Civic Engagement.” *Open Cities: New Media’s Role in Shaping Urban Policy.* Washington, DC (October 2009)

Invited Panelist, “The Country Mouse Meets the City Mouse Meets the Virtual Mouse and the Journalist Mouse” to honor the work of *New Yorker* critic Paul Goldberger. AEJMC, Boston, MA (August 2009).

Plenary Panelist, “Hub2: Augmenting Public Deliberation Through Immersive Gaming,” *Communicative Cities: Integrating Technology and Place*, Ohio State University, Columbus, OH (June 2009).

Invited Panelist, “The Future of Attention, *The Future of Everything*, NERCOMP, Norwood, MA (May 2009).

Invited Panelist, “Hub2,” *Stepping Into Virtual Worlds*, Cambridge Science Festival, MIT Museum (May, 2009).

Invited Respondent, *Mediated Spaces*, Cambridge Talks, Graduate School of Design, Harvard University (April 2009).

Lecture, “Network Locality,” Media and Civic Engagement, University of Massachusetts, Boston (March 2009).

Lecture, “Redefining the Local: Local Culture in Networked Media,” Communication Symposium, DePaul University, Chicago, IL (February 2009)

Invited Panelist, “Augmented Deliberation and Urban Planning” Baltimore Design Group, Baltimore, MD (February 2009 via *Second Life*)

Lecture, “Network Locality,” Internet Studies Program, Brandeis University (November 2008).

Lecture, “Hub2,” Center for Future Civic Media, MIT (September 2008)

Lecture, “Bridging Civil Society and Government with New ICTs: Reports from the Field,” Berkman Center for Internet and Society, Harvard University (August 2008).

Workshop, “Virtual Worlds and Government,” Fusion Arts Program (funded by the US State Department), Rhode Island School of Design, (August 2008).

Lecture, “Hub2: Using Virtual Worlds to Foster Civic Engagement,” Civic Engagement Research Group, Tufts University (April 2008)

Lecture, “Hub2: Using Virtual Worlds to Foster Civic Engagement,” Berkman Center for Internet and Society, Harvard University (November 2007)

Lecture, “Social Media in Academia” NERCOMP Special Interest Group (May 2007)

Lecture, “The Digital Possessive: Private Spaces in Public Space” Upgrade! Boston, Art Interactive (March 2007).

Lecture, “Classroom 2.0: How Online Social Networks are Transforming Academic Life,” Hamilton College, Clinton NY (February 2007).

Invited Panelist, “Social Software in the Classroom: Happy Marriage or Clash of Cultures?” NERCOMP Special Interest Group: Social Software, Amherst, MA (November 2006).

Lecture, “Interface Design: Cities, Film and Digitality,” University of Southern California (February 2004).

Invited Panelist, “The Database City: Narrative, Interactivity and the Renewal of Hollywood Boulevard,” Spaces of Culture, Northwestern University, Chicago, IL (December 2003).

Conference Presentations

“Net Localities and the Design of Local Community Engagement,” *Critical Geography Conference*, Worcester, MA (November 2011).

“Local Engagement Games,” *National Communication Association*, San Francisco, CA (November 2010)

“Privacy and Publicity in Net Local Spaces,” *National Communication Association*, Urban Communication Pre-Conference Seminar, San Francisco, CA (November 2010)

“Participatory Chinatown” *Games for Change*, New York, NY (May 2010)

“Immersive Planning” *Humanities + Digital*, MIT, Cambridge, MA (May 2010)

“The Database City: Hollywood Boulevard as Platform for Digital Interaction,” Society for Cinema and Media Studies, Los Angeles, CA (March 2010).

“Social Mapping: Net-local Interfaces,” National Communication Association, Chicago, IL (November 2009).

“Net-Local Public Spaces” with Adriana de Souza e Silva, National Communication Association, Urban Communication Pre-conference seminar, Chicago, IL (November 2009).

“From Mobile Culture to Location Culture: A New Paradigm for Networked Interaction” with Adriana de Souza e Silva, Association for Internet Researchers, Milwaukee, WI (October 2009).

“Designing Choreographies of Attention,” Media in Transition Conference, MIT (April 2009).

“Network Locality: Local Politics and Culture in Digital Networks” National Communication Association (pre-conference seminar, Urban Communication Foundation), San Diego, CA (November 2008).

“Virtual Collaboration in Physical Spaces: Working with Communities to Design Public Spaces in Boston” National Communication Association, San Diego, CA (November 2008).

“The Digital Lyceum Project: Integrating Backchannels into the Classroom and Live Event,” New Media Consortium, Princeton, NJ (June 2008).

“Placeworlds: Virtual Worlds and Urban Design” Society for Cinema and Media Studies, Philadelphia (March 2008)

“Hub2: Using Virtual Worlds to Foster Civic Engagement” 4th International Technology, Knowledge and Society Conference, Boston (January 2008)

“The Digital Possessive: Spectatorship in Digital Media,” National Communication Association, Chicago (November 2007)

“The Playful Spectator: Kodaking and Mobility” Media in Transition 5, MIT (April 2007).

“Mapping Digital Networks,” Society for Cinema and Media Studies, Chicago, IL (March 2007).

“City in Motion: Kodak, Cinema and the ‘Great White Way,’” National Communication Foundation (pre-conference seminar, Urban Communication Foundation), San Antonio, TX (November 2006).

“Interactive Documentary Workshop,” SIGGRAPH, Boston, MA (August 2006)

“My Network,” Media Ecology Association, Boston, MA (June 2006)

“Beyond Course Management: Multimedia Pedagogy in Socially Networked Environments” New Media Consortium Summer Conference, Cleveland, OH (June 2006).

“Becoming Data: Mapping, Navigation and Loss in the Networked Culture,” Eastern Sociological Society, Boston, MA (February 2006).

“Consuming Urban Experience: Photography, “The White City” and the Making of a Modern Urban Visuality,” National Communications Association (pre-conference seminar, Urban Communication Foundation), Boston, MA (November 2005)

“Chora-forms: Spectatorship in New Media Art,” Visible Evidence, Concordia University, Montreal, Canada (August 2005)

“Cartographic Navigation: Spectatorship in Digital and Urban Space,” Visualising the City, University of Manchester, Manchester, UK (June 2005)

“Cartographic Navigation,” Media Ecology Association, New York (June 2005)

“Presentation of MediaBASE” Social Software in the Academy, University of Southern California, Los Angeles, CA (May 2005)

“Designing the User-Centered City” Society for Cinema and Media Studies, London, UK (March 2005).

“The User-Centered City: Urban Interface Design in Xanadu” National Communications Association (pre-conference meeting on Urban Communication), Chicago, IL (November 2004)

“Towards a Theory of Critical Interface” Society for Cinema and Media Studies, Atlanta, GA (March 2004)

“Cinema and Signs: Actuality Films and Times Square at the Turn of the 20th Century,” Association of American Geographers, New Orleans, LA (March 2003).

“Experiencing the Image of the City: Photography, the “White City” and the Making of a Modern Urban Visuality,” Association of American Geographers, Los Angeles, CA (March 2002).

“In Search of the Urban: Hollywood Boulevard and the Renewal of Public Experience,” Society for Cinema Studies, Washington DC (May 2001).

“Remembering the Hollywood Dream: The Urban Entertainment District and the Science Fiction Imagination,” Landscapes and Politics, Edinburgh, Scotland (March 2001).

“Presiding Over the Public Sphere: Real Courtroom Television After OJ,” Visible Evidence, Los Angeles, CA (August 1999).

Conference Organization and Curatorships

Floating Points, annual new media lecture series (co-organizer), Emerson College, 2004-2009.

New Cities / New Media: an interdisciplinary conference and media exhibit (co-organizer and curator), funded by the USC Arts Initiative and the USC School of Architecture, University of Southern California (January 17-19, 2003).

The CAPTURE GROUP presents *Eye Confess*, video art exhibition, Side Street Live, Los Angeles, CA (February 2001).

Awards

Best Direct Impact Game, *Participatory Chinatown*, Games for Change, 2011.

Community Partner Award from Asian Community Development Corporation, Boston, MA, 2010.

Research Award, *Hub2: Virtual Worlds and Deliberation*, Urban Communication Foundation, 2007.

Teaching

Undergraduate

Ubiquitous Media (Emerson College)

The Allure of Multitasking: Attention and Distraction in a Digital World (Emerson College)

Studies in Digital Media and Culture (Emerson College)
Aesthetics and History of New Media (Emerson College)
Media Theory and Criticism (Emerson College)
History of Media Arts (1950-Present) (Emerson College)
Invisible Cities (Emerson College)
Introduction to Media Studies (Pomona College)

Graduate

Theories of Integrated Media (Emerson College)
Studies in Digital Media and Culture (Emerson College)
Aesthetics and History of New Media (Emerson College)
Brechtian Cinema (Pasadena Art Center College of Design)

Service

Departmental Service

Department Promotion and Tenure Committee, 2011-2012
Assessment Committee, 2008-2010
MFA Committee, 2007-2008
Graduate Admissions, 2006-2008
BFA Committee, 2005-2006
Faculty Search Committee, 2007-2008
Social Committee, 2004-2005

College Service

Academic Policy Committee, 2011-2012
Faculty Representative on Strategic Planning Committee, 2010
Design and production team for Emerson Island in *Second Life*, ongoing
Floating Points, Fall 2004-Spring 2009
Institute Advisory Committee, Fall 2005-Spring 2008
Davis Planning Grant Committee, Fall 2005-Spring 2007
Chair, Faculty Search Committee for Institute of Interdisciplinary Studies and Liberal Arts, 2006-2007
Faculty Advancement Fund Grant Committee, 2005-2006

Professional Service

Reviewer (Book Publishers)
 Blackwell
 Routledge

Reviewer (Journals)

Journal of Location Based Services

New Media and Society
Information, Communication and Society
Space and Culture
Community Informatics
Cultural Geography
Environment and Planning D
Environment and Planning A
Convergence

Reviewer (Professional Associations)

National Science Foundation (Geospatial Division)
Association of Internet Researchers (AoIR)
National Endowment for Humanities (Digital Start-Up Grant)

Advisory Boards

Urban Communications Foundation

Ph.D. Dissertation Committees

Tim Lindgren, "Placeblogging: Local Economies of Place in the Network," Boston College, Boston, MA, defended April 2009.

Jordan Frith, Communication, Rhetoric, and Digital Media program at North Carolina State University, Raleigh, NC

Ronald Schroeter, "An Interactive Urban Screen Application to Participate in Urban Planning," Queensland University of Technology, Brisbane, Australia

Elizabeth Barclay, "The Applicability of Gaming Simulation in Teaching and Learning in Urban and Regional Planning: a Ten-Year Case Study at the University of the Free State," Department of Urban and Regional Planning, University of the Free State, Bloemfontein, South Africa.