

# Jim Andrews

## Writer, Artist, Programmer

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## Selected Work

- [Checking In 2](#) (2023): Videopoem with Adeena Karasick
- [Checking In 2](#) (2023): Aleph Null never-the-same-twice
- [Enigma n<sup>2022</sup>](#) (2022): Interactive audio
- [City on the Other Side of Time](#) (2021): Generated visuals
- [NeoNio](#) (2021): Interactive audio
- [Oppen Do Down](#) (2019): Interactive audio
- [Checking In](#) (2018): Video poem with Adeena Karasick
- [War Pigs](#) (2018): Interactive audio
- [Jig Sound](#) (2006): Interactive audio
- [Me and the Random](#) (2018): Essay
- [Collaboration with bill bissett](#) (2019): Generative visual poetry
- [Alchemical Cosmography](#) (2020): Generative visuals
- [American Hitler](#) (2020, JavaScript): Generative visuals
- [Time Machine](#) (2020): Generative visuals
- [Collaboration with Jim Leftwich](#) (2019): Generative visual poetry
- [No New Ideas](#) (2020): Generative graphic novel
- [Collaboration with Kirill Azernyy](#) (2021): Generative visuals
- [Aleph Null, Graphic Synthesizer](#) (2019, Massy Books, Vancouver). A show of high-res prints of images created with software I wrote called Aleph Null.
- [Aleph Null 3.1](#) (2019, HTML5): online generative, interactive image creation software.
- [Aleph Null 3.0](#) Documentation of Aleph Null 3.0
- [Aleph Null 2.0](#) (2016, HTML5): Interactive instrument of colour music.
- [Globebop](#) (2016, HTML5): Google Maps, Street View and Wikipedia app
- [Dancer](#) (2016, HTML5): Contracted programming for Steve Dipaola
- [Langrid](#) (2014, HTML5): Interactive poem. Click "Wread" for controls.
- [dbCinema](#) (2005-2011, Shockwave): langu(im)age processor, graphic synthesizer
- [Aleph Null 1.0](#) (2011, HTML5): JavaScript interactive, generative visual art (and [stills](#))
- [A Pen](#) (2007, Shockwave): a software pen that draws visual poems
- [First Screening by bpNichol](#) (2007, HTML): recovering lost digital poetry
- [On Lionel Kearns](#) (2004, Shockwave): A binary meditation on the work of a fine pioneer.
- [Arteroids](#) (2004, Shockwave): Online literary shoot-em-up poetry game.
- [The idea of Order at Key West Re-ordered](#) (2004, Shockwave): interactive audio
- [Stir Fry Texts](#) (1999-2000, JavaScript): DHTML literary cut-ups
- [Enigma n](#) (1998, JavaScript): A philosophical poetry toy.
- [Seattle Drift](#) (1997, JavaScript): DHTML problem poem
- [The Pen](#) (1997, Flash): Suite of graphical/text/Flash poems.
- [Essays on New Media](#) (1995-present)



## Selected Interviews and Articles/Reviews About the Work

- Questions about Creativity, Piotr Szreniawski (2020)
- Jamal Russell on the Stir Fry Texts (UC, 2017)
- Ummay Habiba on Seattle Drift and Arteroids (Bangladesh, 2017)
- Leonardo Flores's doctoral thesis on my work (U of Maryland, 2010)
- Manuel Portela on my work (Portugal, 2014)
- Manuel Portela (Portugal, 2011)
- Amanda Michaels on the Stir Fry Texts (USA, 2009)
- Jessica Pressman on the Stir Fry Texts (USA, 2008)
- Steve Ersinghaus on the Stir Fry Texts (USA, 2008)
- Chris Funkhouser. This is the first book-length history of digital poetry. It covers the pre-web period 1959-1995. My work is mentioned several times.
- Kiene Brillenburg Wurth on Nio (Netherlands, 2006)
- Anna Katharina Schaffner on various works (Germany, 2006)
- Noah Wardrip-Fruin on Arteroids and others' works (USA, 2005)
- Karen Wagner on Nio (Denmark, 2005)
- Geof Huth on On Lionel Kearns (USA, 2004)
- Karen Wagner (Denmark) on On Lionel Kearns (2004)
- Braxton Soderman (USA) on Arteroids (2004)
- Nick Montfort (USA) on Arteroids (2003)
- LibÅ©ration (Paris) on Paris Connection (2003)
- NY Times on Paris Connection and others' works (2003)
- Interview by Roberto Simanowski (Germany) (2002)
- Roberto Simanowski (Germany) on several pieces (2002)
- Frankfurt newspaper (2002, search for 'Jim Andrews')
- New York Times on Nio and others' works (2001)
- Interview with Stanza (UK) on soundtoys.net (2001)
- Interview with Randy Adams (Canada) about Nio (2001)
- Bill Marsh (USA) review of Enigma n (1999)

## Huzzahs

- **Modus Operandi**
  - Mostly I publish on my site vispo.com and other sites. I also publish **essays** in books and print periodicals. Occassionally I show in galleries and festivals; Arteroids was shown in Los Angeles at **Machine Gallery**, Hong Kong at the Microwave festival, and **Leipzig at D21**. **ABC Architecture** appeared on the cover of Taiwan's Chung Wai literary magazine.
- **Print Publications**
  - **Visual Poetry** in Hamilton Arts & Letters
  - **Visual Poetry** in The CafÅ© Review
  - **End of Recognition** in Explorations in Media Ecology pp.85-90
  - **Arteroids** is a self-published book about my shoot-em-up online poetry game
  - **How to Pleasurably Stop Smoking** is a self-published book on how to stop smoking.
  - **ABC Architecture** is on the cover of **Poesia Eletrônica** by Jorge Luiz Antonio
  - **Silvia Saint 54** in DOC(K)S (France)
  - "Videogames as Literary Devices" in **Videogames & Art**, U of Chicago Press
  - "Language Explosion" in **Gamers**, Softskull Press
  - "The <body> of Net Art" in **The Capilano Review**
  - "Framing 'Off-Screen Romance' by bpNichol" in **Open Letter**
- **Awards**
  - Senior Canada Council grant to pursue digital storytelling, 2010.
  - Artist in Residence contract from the Canada Council for Sept-Feb (2002-2003) in Toronto at the Centre for Creative Communications.
  - Canada Council jury member, Electronic Writing, August 2002.

- Senior Canada Council grant to pursue interactive audio, July 2001.
- Life-time membership at CFUV-FM, Victoria BC Canada.
- **Commission**
  - New American Radio & Performing Arts for the **Turbulence** site (2000).
- **Recent Exhibitions**
  - Videopoetry 1980-2020 at the Surrey Art Gallery (Vancouver, 2022)
  - **Massy Books**, Vancouver Canada: **Aleph Null**, **Graphic Synthesizer** (solo show of high-res prints). 2019.
  - **Surrey Art Gallery**, Vancouver Canada: **Scenes of Selves**, **Occasions for Ruses** (group show on self-portraiture curated by Jordan Strom). Two videos, self-portraits made with dbCinema.Sept-Dec 2012.
  - Audain Gallery, Vancouver Canada: Where Do We Stop and They Begin? (group show on generative art organized by Arne Eigenfeldt, Ben Bogart, Miles Thorogood and Philippe Pasquier. June 2012.
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- **Talks/Presentations**
  - **Capilano U**, Vancouver, 2018
  - Capilano U, Vancouver, 2013
  - And Now conference, Paris, 2012. Presented **Aleph Null** and three scholars (Leo Flores, Giovanna Di Rosario, Mark Marino) delivered papers on Aleph Null.
  - **SFU**, Vancouver, 2012
  - **MLA exhibition of electronic literature**, Seattle, 2012
  - **Beyond Text**, Canterbury, England, 2009
  - **dbCinema**, The Centre for Digital Media, Vancouver, 2009
  - Jump-Cuts, Victoria B.C, 2007
  - E-Poetry Conference, Paris, 2007
  - **Seattle**, with Geof Huth, Nico Vassilakis, and Crag Hill, 2007
  - Canadian Game Studies Association conference, Toronto, 2006
  - Keynote at **Technological Aesthetics**, São Paulo, Brazil, 2006
  - U of Rio de Janeiro, 2006
  - Victoria Independent Film Festival, July 2005
  - trAce (Britain), July 2004
  - Carleton Digital Arts Festival, Sept 2003
  - **Empyre**, Feb 2003
  - **The Rochester Institute of Technology**, January 2003.
  - **Institute for New Media Studies** in Minneapolis, July 2002.
  - Keynote at **E-Poetry 2001** conference in Buffalo.
  - **Banff New Media Institute**, August 2001.
  - Performer in Ottawa for launch of ITAC art section, December 2001.
- **Courses in which the work is taught or on recommended reading list**
  - **Reading Games, Playing Books**, Alistair J. Brown, Durham U
  - **American Postmodern**, Mark Sample, George Mason U
  - **Art & Technology**, Stephen Wilson, Alex Killough, SF State U
  - **Comparative Literature**, Charles Bernstein, U of Pennsylvania
  - **Composing for the Web**, Raymond Oenbring, College of the Bahamas
  - **Computation as Expressive Medium**, M Mateas, A Mazalek, Georgia Tech
  - **Digital Humanities**, Paul Schacht, State U of New York
  - **Digital Humanities**, Amardeep Singh, Lehigh U
  - **Digital Literature**, Shuen Shing Lee, National Chung Hsing U (Taiwan)
  - **Digital Literature**, John Zuern, U of Hawaii
  - **Digital Literature**, Jon Parsons
  - **Digital Literature**, Allison Muri, U. of Saskatchewan
  - **Digital Literature**, Jessica Pressman, Yale U
  - **Digital Multimedia Poetry**, Maria Engberg, MalmÅr U, Sweden
  - **Digital Poetics**, Loss Glazier, SUNY, Buffalo
  - **Digital Poetry**, Chris Funkhouser, NJIT

- **Digital Poetry and Electronic Literature**, Aaron Angello, Hood College
- **Digital Poetry**, Lori Emerson, U of Boulder
- **Digital Rhetoric**, Danielle Nicole Devoss, Michigan State U
- **Electronic Literature**, Aurelea Mahood, Capilano U
- **Electronic Literature**, Kathi Inman Berens, U of Bergen
- **Electronic Literature**, Dene Grigar, Electronic Literature Org
- **Electronic Literature**, Rita Raley, U of California, S.B.
- **Electronic Literature**, J Hodge, U of Chicago
- **Electronic Literature**, Zach Whalen, Mary Washington U
- **Experimental Writing**, Nick Montfort, MIT
- **Fundamentals in Communication Design**, Keith Robertson, RMIT
- **Form in Poetry**, Charles Bernstein, SUNY
- **History and Future of the Book**, Allison Muri, U of Saskatchewan
- **Hypertextual Literature**, Vicente Forés, U of Valencia (Spain)
- **Interactive Digital Multimedia**, Barbara Lattanzi, Smith College
- **Interactive Multimedia**, Judd Morrissey, Art Institute of Chicago
- **Introduction to Multimedia**, Denis Sherknies, U of Montréal
- **Kinetic Poetry**, Manuel Portela, U of Coimbra, Portugal
- **Lingue e Letterature Moderne**, Renata Morresi, Università Degli Studi Di Macerata
- **Lit & Hypermedia**, Shuen Shing Lee, National Chung Hsing U (Taiwan)
- **Media and Representation**, Cynthia Lawson, Parsons School of Design
- **Media Theory for the 21st Century**, Katherine Hayles, UCLA
- **Modern & Contemporary Poetry**, Charles Bernstein, U of Pennsylvania
- **New Media Literatures**, Martin Foys, U of Wisconsin
- **New Media Poetry**, Stephanie Strickland, Sarah Lawrence College
- **Software Art**, School of Creative Media, City U of Hong Kong
- **Theory and Literature of Rhetoric**, Ed Lamoureux, Bradley U
- **Prose and its Malcontents**, Charles Bernstein, SUNY
- **Studies in Literature**, Leonardo Flores, U of Puerto Rico
- **Textual Conditions**, Charles Bernstein, U of Pennsylvania
- **The Anthropology of Cyberspace**, Brian Schwimmer, U of Manitoba
- **Sound of Poetry, Poetry of Sound**, C Bernstein, U of Pennsylvania
- **The Word Made Digital**, Nick Montfort, MIT
- **Twentieth Century Poetry**, Charles Bernstein, U of Pennsylvania
- **Word and Image**, Matthew Kirschenbaum, U of Maryland
- **Writing Through Media**, Gary Hink, U of Florida

## Education/Teaching

- 2014: Taught a course on Mobile Web Design at Emily Carr.
- 2013: Taught a course on Mobile App Creation at Emily Carr.
- 2012: Taught a course at Emily Carr on mobile app creation.
- 2012: Taught the Web Essentials course to undergrads at Emily Carr.
- 2003-2005: Helped teach Digital Media at U of Victoria.
- 2002: Taught Director at **The Centre for Creative Communications** in Toronto.
- 1990-92: Studied Computer Science and Mathematics at the U of Victoria.
- 1985: Trained to teach at Montessori schools.
- 1984: B.A. in English and Mathematics, U of Victoria.

## Computing

- **Computer Languages:** Lingo, Javascript, Processing, Delphi, ActionScript.
- **Machines:** PC, Macs.

- **Assorted Software:** Sublime Text, DreamWeaver, Phonegap/Cordova, jQuery, jQuery Mobile, Eclipse, Xcode, Word, Visio, FrameMaker, Visio, Office, Open Office, Camtasia, Director, Audacity, Sound Forge, Acid, VB, PhotoShop, Illustrator, Flash, Premiere, ffmpeg

## Work History

- **2015 - Present: Freelance programming**  
I work with artists on programming projects.
- **2012 - 2014: Sessional Instructor, Emily Carr U of Art & Design**  
I taught mobile app creation and web technologies. I taught Phonegap (mobile), Xcode, jQuery Mobile, jQuery, JavaScript, CSS, HTML, and Dreamweaver.
- **April 2000 - Present: Artist-Programmer**  
I wrote *Windows for Shockwave*, sell it online, and write grants to do art.
- **October 2003 - Dec 2005: Artist-Programmer**  
Contract at the U of Victoria in Visual Arts Dept as Programmer.
- **Jan 2000 - July 2000: Solutions Architect, Network Commerce, Seattle**  
Worked with clients to create specs for design of Web sites; with Dev to ensure feasibility; with Biz Dev concerning pricing information; with Design on site look. Projects ranged from \$30,000 to \$2,000,000 sites.
- **Mar 97 - Jan 2000: Lead Technical Writer, Network Commerce, Seattle**
  - Docs on NT/SQL/ASP and UNIX/Oracle/Perl ecommerce technology.
  - Wrote a white paper describing our technology to potential investors.
  - Help files, business proposals, code specs, templates, and graphics.
- **Before 1997**
  - Freelanced as a Programmer and Technical Writer in Victoria BC.
  - Six-year literary radio show called *FINE LINES* and, later, *?FRAME?* at CFUV-FM heard each week on 15 stations.
  - Wrote grant proposals for CFUV-FM (campus/community station).
  - Tutored University and High school Math and English.
  - Starved. Wrote. Starved. Wrote. Wrote. Ate.

## Volunteer

- I host and organize The Group of X, a group of artists and scholars interested in computer art.