Morgan Rauscher

Traveling Scholar

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Education

2011 – 2020	Individualized Electronic Arts PhD Concordia University (Milleuex/Hexagram Institute), Montreal, QC, Canada Research: Tele-Haptic Robotic Proto-Sculpting (4.05 GPA)
2008 – 2010	Masters of Applied Digital Media Arts Emily Carr University, Vancouver, BC, Canada (Valedictorian) Thesis: Android-robotic face recognition & tracking systems
2000 - 2004	Combined Honors BA [digital] Multimedia & Visual Arts McMaster University, Hamilton, ON, Canada (Summa Cum Laude) Honors Project: The McMaster University Virtual Tour (sold to McMaster)

Professional Experience

2022 - 2023**Co-Founder & CTO** (a) YOKOYAMA ROBOTIX Ltd., Kelowna, BC Conception and technical development of cherry (small fruit) harvesting automation. Additional projects include extracted cannabis products filling and packaging including certification automation. 2008 - 2019**Creative Principal** (a) TS Business and Technology Consulting Ltd., Vancouver Conception and technical development of art and technology works, providing transformation for organizations ranging from small private enterprises to fortune 500 companies and the Canadian government. 2019 - 2021 **Electronic Arts University Lecturer** (a) UBC Okanagan (Creative & Critical Studies Department), Kelowna, BC. Design and delivery of undergraduate courseware, lectures and assignments, coordination of course work, critiquing and advising students. 2011 - 2014**Electronic Arts University Instructor** (a) Concordia University (Design and Computational Arts Department), Montreal Design and delivery of course-ware, lectures and assignments, coordination of course work, critiquing and advising students. I taught; Creative Electronic Studios, Tangible Media and Physical Computing, Networks and Navigation and I guest lectured for

Masters level seminars.

2010 - 2012**Inventor & Co-Founder**

(a) Mondomatrix Creative Electronics. Toronto

Invented and designed an open-source creative electronics micro-controller product expanding the Arduino platform for artists and designers. Responsible for product design, manufacturing and assembly line design, logistics concept, operations and marketing management.

2010 + 2011**Electronic Arts University Instructor**

(a) Emily Carr University of Art + Design, Vancouver Designed and taught; Creative Electronics for Beginners, Interactivity: Media Practices, WordPress Programing, and I was invited to lecture in Advanced Digital + Interactive Art.

2003 - 2008Multimedia Chief Designer + Coder

(a) M-Media Multimedia Ltd., Toronto

Over 40 projects completed including the McMaster University Virtual Tour, e-Learning for DLC, e-commerce projects and the Government of Canada (Institute of Infection and Immunity) website.

- Management of development teams
- o Software, e-learning and mass digital communications design and development
- User testing, invigilation and information efficiency reporting
- Search engine optimization development and execution

Awards

- 2015 Hexagram Institute Research Grant
- 2015 Concordia University Travel Grant
- 2014 INDI Research Expo First Prize; Ph.D.
- 2012 Concordia University Full Fellowship
- 2010 Emily Carr President's Research Fund
- 2009 SSHRC: Canadian Graduate Scholarship
- 2003 Altana Pharma Commissioned Competition Winner
- 2003 Post-it Note-able Art Competition Winner
- 2003 The McMaster Prize for Special Achievement
- 2003 McMaster University Senate Scholarship
- 2001-2003 McMaster University Dean's Honor Award
- 2000 McMaster University Entrance Scholarship

Publication Selection

+ M Rauscher, "Haptic transference: A new haptic feedback robotic control interface," in Electronics, Communications and Networks IV, 0 vols., CRC Press, 2015, pp. 1595-1597.

+ M. Rauscher, "The Essence of Interactive Expression," Samizdatpress Hamilt. Arts Lett., vol. 1, no. 7, p. 13, Spring/Summer 2014.

+ Morgan Rauscher, 'Zeugen', Journal of Integrated Studies, 4 (2013) <http://jis.athabascau.ca/index.php/jis/article/view/151> [accessed 16 July 2013].

- + The 6th Annual International Conference on Visual and
- Performing Arts, Athens, Greece

+ The 4th International Conference on Electronics,

Communications and Networks CECNet, China

+ The Fifth International Conference on Tangible, Embedded and Embodied Interaction (TEI) "Art Explorations", Funchal, Portugal + Technarte. International Conference on Art & Technology, Bilbao, Spain

+ "Nuit Blanche", N-Polytope, collaboration with Chris Salter, Paris, France

+ "INDI's inaugural research exposition", Engineering and Visual Arts Complex, Montreal, QC

- + "Et si les robots mangeaient des pommes ?": Maison des arts de Laval, Laval, QC
- + "Dust": The Ally-way Gallery, Montreal, QC
- + "eXhibitions": A B Gallery, Montreal, QC
- + "Life Light": New Market, Installation, New Westminster, BC
- + "World Maker Faire": Viscusi Gallery, New York Hall of Science, Flushing, Queens, NY
- + "Taken Up, Slightly Revised": Charles H. Scott Gallery, Vancouver, BC
- + "E-Mixer": Surrey Art Gallery (Interactive Futures '09), Surrey, BC
- + "Not That Grad Show": The Concourse Gallery, Vancouver, BC
- + "Legal Size": The () Space, Vancouver, BC
- + "SUMMA Exhibition": McMaster Art Gallery, Hamilton, ON
- + "McMaster Student Art Competition": University Student Center, Hamilton, ON
- + "Interactive": Gag the gallery, Hamilton, ON
- + "Post-it Note-able Art Competition: Harbor Front Center, Toronto, ON
- + "Humanities Symposium": McMaster University Student Centre,
- Hamilton, ON
- + "Confess": The New Space (Mc Master University), Hamilton, ON VIVO Media Arts Center, interactive persistence of vision and sound installation commission, Vancouver, BC