

J. PARAS KAUL

INVITED CONFERENCES/EXHIBITS/PRESENTATIONS

Brain Wave Morphing and Qigong for Rehabilitation, workshop for the National Qigong Association, King of Prussia, Pennsylvania.

Brain Wave Games and E-Learning, online conference presentation for the International Joint Conferences on Computer, Information, and Systems Science and Engineering, *CISSE 07*, Engineering Education, Instructional Technology, Assessment, and E-learning Online Conference.

Neurological Gaming Environments, Boston, Mass, SIGGRAPH, presentation for the 2006 Educators Program, of the Special Interest Group for Computer Graphics and Interactive Techniques Annual Conference. Presentation included demonstration of a prototype for a brain wave interactive game.

Invited Speaker, Goldsmiths University, London, England; live presentation of brain wave research for a workshop on Computational Modeling in the Arts.

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Crossings, London, England, Dana Centre Museum of Science, Creative Cyborgs event, live presentation of a prototype for a brain wave interactive learning game.

Neurological Learning and Healing: Where Art and Neuroscience Converge to Actualize the Future, Oahu, Hawaii, Hawaii International Arts and Humanities Conference, paper presentation.

Human Dolphin Virtual Reality Environment, Orlando, Florida, SIGGRAPH, presented at the EDGE Exhibition, Orlando Convention Center, International Conference, Summer.

Brain Wave Control of Light, Be-In, MacWorld, San Francisco, CA, in conjunction with Psychic Labs Inc., presented an exhibit for viewers to create colors of light by controlling colored light bulbs with their brain wave activity.

Motion Moves Sound, Ausgraph Conference, Melbourne, Australia: Presented a retrospective of computer animation was on video in large screen projection along with presentation of a technical paper.

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T'ai Chi Ch'uan, A Computer Simulation of the Motion, Nice, France, SEMAINE INTERNATIONALE DE L'IMAGE ELECTRONIQUE, paper presentation and 90 second animation on 35mm film with an original digital music composition.

Caller ID, Hollywood, CA, brainwave research incorporated into a feature film directed by an independent filmmaker in Hollywood. Brain wave consultant for the film and brain wave music composer for one scene.

Brain wave Interactive Learning: Where Multimedia and Neuroscience Converge, online conference presentation for the International Joint Conferences on Computer, Information, and Systems Science and Engineering, CISSE 05, Engineering Education, Instructional Technology, Assessment, and E-Learning online conference presentation.

Dream Dreaming, exhibition of a 3-D neurological gaming environment at the Society for Photographic Education, Mid-Atlantic Region Conference held at George Mason University.

Lotus on Brainwaves, Fairfax, Va., Brain wave controlled computer animation Presented in performance with the Edge Ensemble, DC Contemporary Music Forum, Harris Theater, George Mason University.

MusicPath, Coordinated an international music performance over Internet2 Between George Mason University and the World Trade Center in Halifax, Nova Scotia, TheaterSpace, George Mason University.

Peace Streams, Washington, DC, Corcoran Gallery of Art, Amand Hammer Auditorium, *Plugged-In Concert*, interactive multimedia presentation on DVD.

Peace Streams, Washington, D.C., Kennedy Center, Millennium Stage, interactive multimedia presentation on DVD with original digital animation and brain wave music composition.

Streaming Consciousness, Washington, D.C., Kennedy Center, Millennium Stage, multimedia performance with original digital animation and brain wave music composition.

Neural Audio Imaging Exhibit, San Jose, CA, McEnergy Convention Center, Art Exhibition at ACM1: Beyond Cyberspace Conference.

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Internet2 Online Performance Entertainment Project, University of Washington, Internet2 Conference, demonstrated an independent art performance server application for Internet2.

Neural Audio Imaging, American Film Institute, Hollywood, CA, Celebrating Digital Cinema Exhibition, presented lecture & brain wave/multimedia exhibit.

Internet2 Online Performance Entertainment Project, University of Michigan, Technology Summit Conference, demonstrated an independent art server application for Internet2.

Neural Audio Imaging, Walker Art Museum, Minneapolis, MN, live multimedia performance using a brain wave interface to the computer, sponsored by American Composers Forum.

Mind Garden Exhibit, Los Angeles, CA, SIGGRAPH, Electric Garden Exhibition, prototype for a brain wave game presented in The Los Angeles Convention Center, International Conference.

Space Colonies: A Three Dimensional Computer Graphic Simulation and Research Project, Los Angeles, CA, SIGGRAPH, presented online web project with students in the Interactive Communities Exhibit.