Winslow S. Burleson

MIT Media Lab
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617-308-5875
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EDUCATION

1999-Present **MASSACHUSETTS INSTITUTE OF TECHNOLOGY**, Cambridge, MA.
ABD/Ph.D. MIT Media Lab, Department of Media Arts and Sciences.
Dissertation: Affective Learning Companions: Sustaining Motivation through Failure.
Advisor: Professor Rosalind Picard.
Expected Completion: February 2006.

1997 **STANFORD UNIVERSITY**, Palo Alto, CA.
M.S.E. Mechanical Engineering Department, Product Design.
Advisor: Professor David Kelley.

1995 **RICE UNIVERSITY**, Houston, TX.
B.A. Physics with a Biology-Option.

1992 **SEA EDUCATION ASSOCIATION**, Woods Hole, MA.
Semester of Oceanographic Research, Woods Hole Oceanographic Institute.

HONORS AND AWARDS

2005 National Academy of Science US-Chinese Frontiers of Science Symposium Participant.
1999-2005 MIT Media Lab, Full Tuition and Living Stipend.
2004 Student Leader Group Award.
2000 IBM Research Division Award: 3rd Plateau Inventors Achievement Award.
1999 IBM Research Division Award: 2nd Plateau Inventors Achievement Award.
1998 IBM Research Division Award: 1st Plateau Inventors Achievement Award.
1998 IBM Research Division Award: Digital Coffee Table with Media Opportunity.
1991-1995 World Scout Bureau Youth Representative to the United Nations.
1993 NASA Public Service Group Achievement Award.
1990-1992 President, Rice Outdoors Club.
1991-1992 The Explorers Club Student Member.
1991 Co-Principal Investigator, Amateur Astronomer on Hubble Space Telescope.
1989 Life Member of the National Eagle Scout Association.
1989 National Finalist, Boy Scouts of America -- NSF Antarctic Science Program.

RESEARCH EXPERIENCE

MIT MEDIA LABORATORY, Cambridge, MA.

2003-Present Research Assistant to Professor Rosalind Picard. Investigating, designing, building, and evaluating a multi-modal, affective sensing, relational agent system. Advancing theoretical perspectives on the use of relational agents and virtual peers in support of affective self-awareness, learning, creativity, playful imagination, motivation, and meta-cognitive skills to improve learning.

2002-Present Participant in Amabile Research Group, with Professor Teresa Amabile, Head of the Entrepreneurial Management Unit, Harvard Business School, advancing social psychology, creativity research, and organizational behavior research on teams.

2001-2003 Investigated context aware techniques to enhance creative processes, exploring the relationships of motivation, physiology, and collaboration on creative tasks through context aware sensing and interface, affective computing, motivational psychology, peak performance, applied behavior analysis, and captology.

1999-2003 Research Assistant to Professor Ted Selker. Assisted in establishing Context Aware Computing Group and research laboratory, developing interactive computer systems with user-system-task models. The research integrated industrial design, mechanical engineering, electronic hardware and sensor design, artificial intelligence techniques for smart products, and rapid prototyping. Developed a theoretical framework for contextual design of ubiquitous, networked, mobile, wearable, mixed reality, desktop, interactive environment, and tangible computing through scenario implementation, exploration, and HCI user testing. Embedded projects included: Flexor Sleeve, Social Floor, Canopy Climb, Sports Ball, Media Bed, Eye-Tracking Bed, Exercise-Car, E-Windshield, Talking Couch, Educational Dice, Eye-aRe Glasses, Desert Oracle, Electronic Necklace, Digital Cigarette, and Motivating Pen.

1995-1999 **IBM ALMADEN RESEARCH CENTER**, San Jose, CA.
Design Engineer with User Systems Ergonomic Research, inventing, prototyping, patenting, and promoting next generation products. Created new portable and wearable computers and accessories, socially appropriate and collaborative embedded systems, Web Browser Intermediaries applications, and applied Personal Area Networks. Projects included: Exercise Machine, TrackPoint Science, Uses for Web Browser Intermediaries Applications, Keyboard Research and Ergonomics, Personal Area Networks for Wearable Computing, Out Of Box Experience Package Design, Electronic Wallet, Leather Portfolio Computer, Sunlight Computer, GPS Tablet Concept Computer, and palm platform development for EduSlate K-12 Reinventing Education Grant. Worked with IBM Special Needs Group on physical pointing device and cursor software research. Assisted in the organizing of five annual New Paradigms for Using Computers Workshops.

STANFORD UNIVERSITY PRODUCT DESIGN PROGRAM, Palo Alto, CA.

1997 Rope Aesthetics Masters Project: Invention of a Knot Mechanism.

1996-1997 Researched and proposed rainforest canopy access and traversal technologies.

1996 Created Physical and Virtual Musical Lego Blocks for novice tangible composition. Coursework included: ethnography, participatory design, user testing, consulting with Phlebotomy Department of San Francisco General Hospital, educational media design, casting, machining, vacuum-thermoforming, welding, CAD/CAM/CNC, and electronics for smart product design.

1991-1999 **SPACE TELESCOPE SCIENCE INSTITUTE**, Baltimore, MD.
Co-Principal Investigator of "The Investigation of Binary Asteroids." Proposed and implemented research as a Space Telescope Science Institute Amateur Observer.

1992 **RICE UNIVERSITY**, Houston, TX.
Lab assistant on oceanographic seismic studies of Sabine and Colorado River sediments in the Gulf of Mexico, with correlations to Antarctic paleo-climatology.

TEACHING EXPERIENCE

MIT MEDIA LABORATORY, Cambridge, MA.

1999-Present Research supervisor for 15 students involved in the Undergraduate Research Opportunities Program (UROP): designing, implementing and documenting smart product design, embedded technologies, affective computing, and senior research projects with Context Aware Computing and Affective Computing Groups.
2003-2004 Academic Advisor Freshman Arts Seminar Advising Program, Professor Peter Childs.
2003 Mentor for Freshmen Seminar: "Mission 2007: Alaska National Wildlife Refuge," Professor Kip Hodges.
1999-2003 Visual Thinking and Design Techniques Workshop: Sketching, Design, and Fabrication.
2002 Teaching Assistant, Industrial Design Intelligence, Professor Ted Selker.
2002 Mentor for Freshmen Seminar: "Mission 2006: Rainforest," Professor Kip Hodges.
2001 Mentor for Freshmen Seminar: "Mission 2005: Oceans," Professor Kip Hodges.
2000 Convened Research Methods for Creativity Reading Seminar.

Guest Lecturer in Graduate Courses at the Media Lab:
2004 Digital Innovations and Anthropology Seminar, Professor Sandy Pentland.
2001-2003 Industrial Design Intelligence, Professor Ted Selker.
2001 Design That Matters, Professor Mitchel Resnick.
2000-2001 How to Make (Almost) Anything, Professor Neil Gershenfeld.

Guest Lecturer in Graduate and Undergraduate Courses:
2003 Demystifying Engineering, Panelist, MIT Office of Academic Services.
2002 Weather Monitoring Station, Guest Lecturer and Juror, Harvard Department of Architecture, Visiting Professor Winka Dubbeldam.
2002-2003 Architectural Intervention Collaboration Studio, Guest Lecturer, Parsons School of Design, Visiting Instructor Beatrice Witzgall.

2002-2005 **MIT RESIDENTIAL LIFE PROGRAMS,** Cambridge, MA.
Graduate Residence Tutor, Simmons Hall, responsible for 40 undergraduates. Fostering a safe and supportive living and learning environment, personal growth, community standards, interpersonal skills, and providing coaching, mental health support, and stress management resources.

STANFORD UNIVERSITY PRODUCT DESIGN PROGRAM, Palo Alto, CA.
1998-1999 Co-Instructor of Visual Thinking, appointed twice, with 54 and 56 students. Taught brainstorming, design sketching, peak performance, team work, product design, rapid prototyping, and creative problem solving skills as part of the required core curriculum

for Mechanical Engineering, Product Design, and Urban Studies. Responsibilities included grading, project design, curriculum development, lectures, critiques, office hours, and management of two teaching assistants.

1998 Invited Critic, Advanced Product Design, Lecturer Bill Burnet.

1997 Teaching Assistant, Visual Thinking, two quarters, leading to Instructor appointment.

1996 Teaching Assistant, Ambidextrous Thinking, Graduate Course, Professor Rolf Faste.

IBM ALMADEN RESEARCH CENTER, San Jose, CA.

1996-1999 Recruited and mentored summer interns from Stanford Product Design Program.

1998 IBM Research Liaison for Industry Sponsored Research to Stanford University's Mechanical Engineering Design Course, Professor Drew Nelson. Mentored the design of a pocket-sized overhead projector for use with IBM ThinkPad 755CV.

1993-1994 **NASA AMES RESEARCH CENTER AND SETI INSTITUTE**, Mountain View, CA.
Curriculum Developer and Experimentalist at NASA Ames Research Center for SETI Institute's NSF-NASA grant, "Life in the Universe: An Exciting Vehicle for Teaching Integrated Science Nationwide" and PBS's "Live From Antarctica!" Contributed to nationwide pilot testing, publication, and grant writing.

PROFESSIONAL EXPERIENCE

1999-Present **MASSACHUSETTS INSTITUTE OF TECHNOLOGY**, Cambridge, MA.
Research Assistant to Professors Rosalind Picard and Ted Selker, brainstorming and consulting with senior management of Fortune 500 companies, executives, and diplomats in the public and non-profit sectors. Outsourced production and procurement of 200 eye-behavior detecting circuit boards.

1998-2003 **NAUI SCUBA DIVING INSTRUCTOR**, Palo Alto, CA and Cambridge, MA.
Independent Instructor of Novice through Dive Master Leadership courses, solely responsible for safety, curriculum, instruction, equipment, and certification.

1995-1999 **ALMADEN RESEARCH CENTER**, San Jose, CA.
Design Engineer with User Systems Ergonomic Research Group. Developed and promoted next generation products at COMDEX96 and Atlanta Summer Olympics. Initiated concept computer production capabilities, creating 40 touch screen tablet computers with GPS. Participated in grant writing and applicant interviews.

1991 **UNITED NATIONS CHILDREN'S FUND**, New York, NY.
Principal consultant on Substance Abuse Prevention and Responsible Sexual Behavior, Program Development for Adolescents and Youth. Developed and presented international strategies for the United Nations Children's Fund.

1988 **EAGLE SCOUT SERVICE PROJECT**, Kathmandu, Nepal.
Conceived, organized, and executed more than 4000 hours of volunteer campaigns for drug awareness supported by the Nepal Scouts Association, Boy Scouts of America, and World Scout Bureau. Created International Library for Drug Awareness and an international "Drug Awareness Merit Badge."

PUBLICATIONS

Burleson, W. and Picard, R. W. (2006), "Affective Learning Companions," Special Issue on Pedagogical Agents, Educational Technology, *February 2006.*

Burleson, W. (2005), "Affective Computing Research Agenda," Proceedings of the 8th Annual Chinese-American Frontiers of Science Symposium, Chinese Academy of Sciences and the U.S. National Academy of Sciences, Xiamen, China, November 2005.

Burleson, W. (2005), "Opportunities for Creativity, Motivation, and Self-Actualization in Learning Systems," Special Issue IJHCS Creativity and Computational Support, International Journal of Human-Computer Studies, January 2005.

Burleson, W. (2004), "The Emergence of Physiological Computing," Guest Editor, Special Issue on Physiological Computing, Interacting with Computers: The Interdisciplinary Journal of Human-Computer Interaction, October 2004.

Burleson, W. and Picard, R. W. (2004), "Affective Agents: Sustaining Motivation to Learn Through Failure and a State of 'Stuck,' " Workshop on Social and Emotional Intelligence in Learning Environments, 7th Conference on Intelligent Tutoring Systems, Maceió, Brasil, August 2004.

Burleson, W. (2004), "Affective Learning Companions," Student Track, 7th Conference on Intelligent Tutoring Systems, Maceió, Brasil, August 2004.

Burleson, W., Picard, R. W., Perlin, K., Lippincott, J. (2004), "A Platform for Affective Agent Research," Workshop on Empathetic Agents, 3rd International Joint Conference on Autonomous Agents and Multi-Agent Systems, New York, NY, July 2004.

Burleson, W. (2003), "Developing a Framework for HCI Influences to Creativity," HCI International 2003, 10th International Conference on Human-Computer Interaction, Crete, Greece, June 2003.

Burleson, W. (2003), "HCI Techniques to Enhance Creativity," Invited Paper for the Supporting Human Creativity Session, HCI International 2003, 10th International Conference on Human-Computer Interaction, Crete, Greece, June 2003.

Burleson, W. (2003), "Lego Music Composition Blocks," Maxis Symposium of Sound and Experimental Music, West Yorkshire, Leeds, UK, April 2003.

Burleson, W. and Selker, T. (2002), "Creativity and Interface Workshop Poster," Creativity and Cognition 4, 2002, Exhibition and Poster proceedings, Loughborough, UK, October 2002.

Burleson, W. and Selker, T. (2002), "Creativity and Interface," Guest Editors, Special Issue on Creativity and Interface, Communications of the ACM, October 2002.

Burleson, W. (2002), "Technological Enhancement of Human Creativity," InterSymp2002, 14th International Conference on Systems Research, Informatics and Cybernetics Special Focus Symposium on Knowledge for Creative Decision-Making, Conference Proceedings, August 2002.

Burleson, W. and Witzgall, B. (2002), "Dynamic Physical Architecture," InterSymp2002, 14th International Conference on Systems Research, Informatics and Cybernetics Special Focus Symposium on Digital Architecture in Design Education and Practice, Conference Proceedings, August 2002.

Selker, T. and Burleson, W. (2002), "A Test-Bed for Intelligent Eye Research," LREC 2002, Third International Conference on Language Resources and Evaluation, LREC Workshop on Multi-Modal Resources and Multi-Modal System Evaluation, Conference Proceedings, June 2002.

Selker, T., Arroyo, E., and Burleson, W. (2002), "Chameleon Tables: Using Context Information in Everyday Objects," CHI 2002 Conference on Human Factors in Computing Systems, Minneapolis, MN, April 2002.

Selker, T., Burleson, W., and Arroyo, E. (2002), "E-Windshield: A Study of Using," CHI 2002 Conference on Human Factors in Computing Systems, Minneapolis, MN, April 2002.

Selker, T., Lockerd, A., Martinez, J., and Burleson, W. (2001), "Eye-aRe: a Glasses-Mounted Eye Motion Detection Interface," CHI 2001 Conference on Human Factors in Computing Systems, Seattle, WA, April 2001.

Selker, T. and Burleson, W. (2000), "Context Aware Design and Interaction in Computer Systems," IBM Systems Journal 39, Nos. 3 and 4, June 2000.

Selker, T. and Burleson, W. (2000), "Context Aware Design and Interaction in Computer Systems: Media Bed," Proceedings of the AAAI Fall Symposium Socially Intelligent Agents -- The Human in the Loop, September 2000.

Nemirovsky, P. and Burleson, W. (2000), "ViroTree: a Mixed Reality User Interface," OZCHI 2000 Conference Proceedings, Interfacing Reality in the New Millennium, December 2000.

Selker, T. and Burleson, W. (2000), "Social Floor," OZCHI 2000 Conference Proceedings, Interfacing Reality in the New Millennium, December 2000.

Selker, T. and Burleson, W. (2000), "Smart Boxes: A Design Study," OZCHI 2000 Conference Proceedings, Interfacing Reality in the New Millennium, December 2000.

Storrs, A., Weiss, B., Zellner, B., Burleson, W., Sichitiu, R., Wells, E., Kowal, C., and Tholen, D. (1999), "Imaging Observations of Asteroids with Hubble Space Telescope," ICARUS 137, 260-268, 1999.

Selker, T. and Burleson, W. (1997), "Track Point Science," IBM Technical Disclosure Bulletin, 1997.

Selker, T., Allison, J., and Burleson, W. (1997), "Remote Track Point," IBM Technical Disclosure Bulletin, 1997.

Selker, T., Allison, J., and Burleson, W. (1997), "Removable Keyboards for Portables," IBM Technical Disclosure Bulletin, 1997.

Burleson, W. (1997), "Project Haystack: The Search for Life in the Galaxy," Contributing Author, Life in the Universe Series, SETI Institute, Teachers Ideas Press, Libraries Unlimited, Inc., 1997.

Burleson, W. (1996), "Life: Here? There? Elsewhere? The Search for Life on Venus and Mars," Contributing Author, Life in the Universe Series, SETI Institute, Teachers Ideas Press, Libraries Unlimited, Inc., 1996.

Selker, T. and Burleson, W. (1996), "Computer in a Wallet," IBM Technical Disclosure Bulletin, 1996.

Burleson, W. (1995), "The Rise of Intelligence and Culture," Research Assistant, Life in the Universe Series, SETI Institute, Teachers Ideas Press, Libraries Unlimited, Inc., 1995.

Burleson, W. (1995), "How Might Life Evolve on Other Worlds?" Research Assistant, Life in the Universe Series, SETI Institute, Teachers Ideas Press, Libraries Unlimited, Inc., 1995.

Burleson, W. (1995), "The Evolution of a Planetary System," Contributing Author and Research Assistant, Life in the Universe Series, SETI Institute, Teachers Ideas Press, Libraries Unlimited, Inc., 1995.

Burleson, W. (1994), "Live from Antarctica Curriculum Guide," Contributing Author, NASA, 1995.

Weiss, B. and Burleson, W. (1994), "Binary Asteroid Poster," American Geophysical Union Annual Meeting, 1994.

Weiss, B and Burleson, W. (1994), "Binary Asteroid Poster," American Astronomical Society, Division of Planetary Sciences, Bulletin of the American Astronomical Society 26, p.1176, 1994.

INVITED TALKS AND PRESENTATIONS

Burleson, W. (2006), "Physiological Computing for Motivational Interfaces," Microsoft Research, Redmond, WA, *February 2006.*

Burleson, W. (2005), "Designing Affective Relationships for Reflective Experience," Institute for Architecture and Design, Aalborg University, Aalborg, Denmark, *December 2005.*

Burleson, W. (2005), "Affective Computing Research Agenda," 8th Annual Chinese-American Frontiers of Science Symposium, Chinese Academy of Sciences and the U.S. National Academy of Sciences, Xiamen, China, November 2005.

Burleson, W. (2005), "Affective Computing: Transforming Relationships with Objects, Environments and Experience," Department of Industrial and Systems Engineering, University of Wisconsin – Madison, Madison, WI, August 2005.

Burleson, W. (2005), "Affective Computing: Transforming Relationships and User Experience," Deutsche Telekom Post-Doctoral Symposium, Berlin, July 2005.

Burleson, W. (2005), "Affective Computing: Human Computer Interaction," Intel Research Seattle, Seattle, WA, June 2005.

Burleson, W. (2005), "Affective Learning Companions," Human-Computer Interaction Institute, Carnegie Mellon University, Pittsburgh, PA, March 2005.

Burleson, W. (2005), "Affective Computing: Transforming User Experience," College of Computer and Information Science, Northeastern University, Boston, MA, January 2005.

Burleson, W. and Picard, R. (2004), "Affective Agents: Sustaining Motivation to Learn Through Failure and a State of 'Stuck,' " Workshop on Social and Emotional Intelligence in Learning Environments, 7th Conference on Intelligent Tutoring Systems, Maceió, Brasil, August 2004.

Burleson, W. (2004), "Affective Learning Companions," Student Track, 7th Conference on Intelligent Tutoring Systems, Maceió, Brasil, August 2004.

Burleson, W., Picard, R., Perlin, K., and Lippincott, J. (2004), "A Platform for Affective Agent Research," Workshop on Empathetic Agents, 3rd International Joint Conference on Autonomous Agents and Multi-Agent Systems, New York, NY, July 2004.

Burleson, W. (2004), "Affective Learning Companions: Strategies for Perseverance through Failure," Amabile Research Group, Harvard Business School, March 2004.

Dubbeldam, W., Selker, T., and Burleson, W. (2003), "From Hard*Ware* to Soft*Form*," Sketches and Applications - Art Installations, SigGraph 2003, San Diego, CA, July 2003.

Burleson, W., Nemirovsky, P., and Overholt, D. (2003), "Hydrogen Wishes," Sketches and Applications - Art Installations, SigGraph 2003, San Diego, CA, July 2003.

Burleson, W. and Selker, T. (2003), "Canopy Climb: A Rope Interface," Sketches and Applications - Physical Interface, SigGraph 2003, San Diego, CA, July 2003.

Burleson, W. (2003), "Developing a Framework for HCI Influences to Creativity," HCI International 2003, 10th International Conference on Human-Computer Interaction, Crete, Greece, June 2003.

Burleson, W. (2003), "HCI Techniques to Enhance Creativity," Invited Paper for the Supporting Human Creativity Session, HCI International 2003, 10th International Conference on Human-Computer Interaction, Crete, Greece, June 2003.

Burleson, W. (2003), "Personal Project Analysis as a HCI Methodology," HAPPI Group, Harvard Psychology, May 2003.

Burleson, W. (2003), "The Vision: Today and Tomorrow's Innovations," The Visionaries Track, CONNECTIONS: The Digital Home Conference and Showcase, Parks Associates and Consumer Electronics Association, San Jose, CA, May 2003.

Burleson, W. (2002), "Designing Context Aware Computing," Workshop: Co-located Tabletop Collaboration, CSCW 2002 Conference on Computer Supported Cooperative Work, New Orleans, LA, November 2002.

Burleson, W. (2002), "Vision Teams," Lego Vision Lab, Billund, Denmark, October 2002.

Burleson, W. (2002), "Inventing the Future: The Role of Context Aware Computing," UCLA, Design | Media Arts, October 2002.

Burleson, W. (2002), "Impact of Motivation, Physiology, and Collaboration on Creative Tasks,"

CHI 2002 Workshop on Creativity and Interface, CHI 2002 Conference on Human Factors in Computing Systems, Minneapolis, MN, April 2002.

Burleson, W. (2002), "Context Awareness: Supporting Humans Engaged in the Creative Process," CHI 2002 Workshop on Physiological Computing, CHI 2002 Conference on Human Factors in Computing Systems, Minneapolis, MN, April 2002.

Burleson, W. (2001), "Creativity in the Kitchen," Counter Intelligence: Smart Kitchens Symposium, MIT Media Lab, Cambridge, MA, April 2001.

Burleson, W. and Selker, T. (2001), "Flexor Sleeve," Trade Guest, American International Toy Fair: The World Market Place for Children's Entertainment, New York, NY, February 2001.

Burleson, W. (2001), "Rainforest Canopy," Z001: An Animal Odyssey, Symposium on Technology, Zoos of the Future and Lessons for Toy Design, January 2001.

Selker, T. and Burleson, W. (2000), "Designing Context Aware Computing," Workshop: Exploring the Framework of Contextual Awareness in Cooperative Systems, CSCW 2000 Conference on Computer Supported Cooperative Work, Philadelphia, PA, December 2000.

Selker, T., Burleson, W., and Jackson, J. (2000), "Media-Bed," Media Lab Europe Grand Opening. Dublin, Ireland, July 2000.

Burleson, W. (2000), "Agenda for Context Aware Computing," CHI 2000 Workshop on Context Computing, CHI 2000 Conference on Human Factors in Computer Systems, Den Hage, Netherlands, April 2000.

Burleson, W. (1999), "Cars: Anything Goes," CC++ Car Consortia Winter Symposium, MIT Media Lab, Cambridge, MA, December 1999.

Burleson, W. (1999), "Aerobatic Cars," CC++ Car Consortia Fall Symposium, MIT Media Lab, Cambridge, MA, October 1999.

Burleson, W. (1998), "Rainforest Canopy Access Technologies," Second International Forest Canopy Conference, Forest Canopies 98: Global Perspectives, Marie Selby Botanical Gardens, Sarasota, FL, November 1998.

Burleson, W. (1998), "Networked Bodies," Innovations in Residential Systems, Services, and Distribution Channels, Parks Associates Forum 98: Hidden Treasures @ Home, Florida, November 1998.

Burleson, W. (1998), "New Form Factors for Computers," IBM Consumer Division, Personal Systems Institute Symposium, Yorktown, NY, November 1998.

Selker, T. and Burleson, W. (1998), "Digital Coffee Table," David Coursey's Digital Living Room Conference, Dana Point, CA, June 1998.

Burleson, W. (1998), "A Stanford Approach to Engineering Education," National Collegiate Inventors and Innovators Alliance 3rd Annual Meeting, Washington, DC, March 1998.

Burleson, W. (1997), "Canopy Trek and Rope Explorations," Stanford Product Design Presentations, Palo Alto, CA, May 1997.

Selker, T., Allison, J., Burleson, W., Ihde, S., Eisbach, C., Cummer, M., and Bruel, T. (1997), "Room With a View: A Room Sized Virtual Office," Cyberhome 2000, Computer Life, San Francisco, CA, May 1997.

Selker, T. and Burleson, W. (1997), "Prototypes for the Next 50 Years," ACM Conference on the Next 50 Years of Computing, San Jose, CA, March, 1997.

Selker, T. and Burleson, W. (1996), "Ambient Light Think Pad," IBM Pavilion, COMDEX96, Las Vegas, NV, November 1996.

PATENTS

4/2004	System and Method for Dynamic Feedback Projection from a Hand-Held Pointing Device.	6,717,528
5/2003	Method for Remote Communication with an Addressable Target Using a Generalized Pointing Device.	6,570,524
5/2003	Method of Directing Communication Between Addressable Targets Using a Generalized Pointing Device.	6,567,032
2/2003	Impact-Resistant Electronic Device.	6,522,763
2/2001	Audio Reader [Eye-Tracking].	6,195,640
12/1999	Thin Keyboard Having Torsion Bar Keyswitch Hinge Members.	6,005,209
8/1999	Folding Keyboard.	5,943,041
8/1999	Thin Keyboard Having Multiple Hinge Members Per Keyswitch.	5,934,454

Pending	System and Process for Creating Bookmarked Web Pages Using Web Browser Intermediaries.
	Sensory Feedback for Sequential Presentation Adaptation.
	Expandable Speaker Chambers.
	Apparatus Using Cooling Spaces As Speaker Chambers.
	Sound Buffering Strategies for Personal Digital Recorder.

EXHIBITS

Dubbeldam, W. (2004), "From Hard*Ware* to Soft*Form*," Acknowledged Contributor, Curator Francesca Rivero, HRGalería at Parque Espagna, Mexico City, Mexico, September 2004.

Servo-Collective, Burleson, W., and Nemirovsky, P. (2004), "Thermocline Emonic Environment," Non-Standard Architecture, Pompidou Centre, Paris, France, December 2003 – March 2004.

Burleson, W. and Verplaetse, C. (2003), "Circles of Life," 4 Elements Exhibition, Forest Hills Garden Cemetery, Jamaica Plain, MA, May – September 2003.

Witzgall, B. (2004), "Dynamic Architecture," Acknowledged Contributor, Architectural Intervention Collaboration Studio, Parsons School of Design, April 2003.

Dubbeldam, W. (2002), "From Hard*Ware* to Soft*Form*," Acknowledged Contributor, Frederieke Taylor Gallery, Chelsea, NY, September 2002.

Burleson, W. and Selker, T. (2002), "Canopy Climb: A Virtual Climb to the Canopy of the Rainforest," Temporary Exhibit, New England Aquarium, Boston, MA, August 2002.

Burleson, W. and Selker, T. (2002), "Canopy Climb: A Virtual Climb to the Canopy of the Rainforest," Permanent Exhibit, Marie Selby Botanical Gardens, Sarasota, FL, April 2002.

Davenport, G. (2001), "Flights of Fantasy," Acknowledged Contributor, The Boston Cyberarts Festival, DeCordova Museum and Sculpture Park, Lincoln, MA, April 2001.

Burleson, W. and Selker, T. (2000), "Reflective Ghost," Ars Electronica 2000, Next Sex, Linz, Austria, September, 2000.

Selker, T. and Burleson, W. (2000), "Desert Oracle," MIT Media Lab Exhibit, Burning Man 2000, Black Rock Desert, NV, August 2000.

Burleson, W., Nemirovsky, P., and Overholt, D. (1999), "Hydrogen Wishes," Experience in Interactive Expression Exhibit with Professor Steven Benton and Professor Glorianna Davenport, Center for Advanced Visual Studies at MIT, Cambridge, MA, December 1999.

Burleson, W. (1997), "Electronic Lego Music Blocks," Stanford Design Exhibit, Palo Alto, CA, February 1997.

SELECTED MEDIA COVERAGE OF RESERCH

Science News for Kids, "Computers with Attitude," Affective Learning Companions, March 2004.
METROPOLIS, "If These Walls Could Respond," Dynamic Architecture, April 2003.
Architectural Record, "Building with Clicks, not Bricks," Hard*Ware* to Soft*Form*, December 2002.
METROPOLIS, "Two Shows, Similar Messages," Hard*Ware* to Soft*Form*, September 26, 2002.
PBS, Scientific American Frontiers, "The Intimate Machine: Getting to Know Us," October 22, 2002.
Haystack Toys Inventors Center Inside Invention, "Staying Motivated," August 2001.
ABCNEWS's Good Morning America, "Sleep with Your Computer," Eye-Bed, April 10, 2001.
Wired News, "Sky's the Limit at Big Blue's USER Lab," January 2001.
Wired News, "Burning Man a Test for Tech Art," Desert Oracle, September 2000.
Upside, "Lab Watch: Sleep with a Computer," January 2000.
San Jose Mercury News, "Cultivating Innovation," October 25, 1998.
Sydney Morning Herald, "E-Wallet Tackles Battle of the Pocket Bulge," September 29, 1998.
Computer Connections on PBS, "Digital Coffee Table," August 1998.
San Jose Mercury News, "Technology's Thinkers Get Daring at Intellectual Circus," July 1998.
ABCNEWS, "Room With A View: Collaborative Working Environment," November 1997.
Interactions, "A Conversation with Ted Selker," September – October 1997.
Forbes, "Redefining the Term 'User-Friendly,' " July 1997.
PC Magazine, "The Future of Hand-Held Devices, IBM Style," March 25, 1997.
Communications of the ACM, "New Paradigms for Computing," August 1996.
IBM Wimbledon Web Pages, "Court Side: Ambient Light ThinkPad," June 1996.
The Sunday Times, London, "It's at Hand: A Mini PC to Suit Every Wallet," February 26, 1996.

SERVICE

Reviewer for "CHI 2006, Conference on Human Factors in Computing Systems," 2005.
Reviewer for "Computers and Education," 2005.
Reviewer for "CHI 2005, Conference on Human Factors in Computing Systems," 2004.
MIT Media Lab, Student Representative to the Biennial Visiting Committee, 2002 and 2004.
MIT Visiting Scholars Residential Program, Committee Member, 2002-2004.
MIT Media Lab, Mentor for high school and middle school students, 2000-2004.
Reviewer for "Interacting with Computers," 2003.
Reviewer for "Communications of the ACM," 2003.
MIT Media Lab, Student Representative to the Faculty Search Committee, 2002-2003.
Selker, T. and Burleson, W. (2002), "Workshop on Creativity and Interface," Workshop Organizer, CHI 2002 Conference on Human Factors in Computing Systems, Minneapolis, MN, April 2002.
New England Aquarium Technical Task Force Member, 2002.
Center for Women and Enterprise, Volunteer, Entrepreneurial Curriculum Development and Product Consultant to Entrepreneurs, 1999-2002.
New England AIDS Ride, Participant, rode 350 miles and raised $2,100, July 2001.
Selker, T. and Burleson, W. (2000), "Workshop Exploring the Framework of Contextual Awareness in Cooperative Systems," Workshop Organizer, CSCW 2000 Conference on Computer Supported Cooperative Work, Philadelphia, PA, December 2000.
IBM Almaden Research Center, Explorer Scout Post, Internship Mentor, 1995-1999.

ACTIVITIES

Sailing, Hawaii to Seattle May, 2002; Hot Air Ballooning and Ground Crew 1991-2002; Instructing Scuba Diving 1988-2003; Spelunking Rescue 1 Level 2000-02; EMT-B 2001; MIT Mahjong Champion 2002; MIT Concert Chorus, Carnegie Hall, Handel's Messiah, November, 2001; Land Rover Driving School 2001, Skip Barber Racing School 2000; Antarctic (February, 1999) and Planetary Sciences; Conversational Spanish; Inventing Expedition Technologies; Writing and Illustrating Children's Books; Toy Design; Ceramics; Glass Blowing; Cooking and Gardening.