**Abstract**
San Francisco artist and entrepreneur Scott Snibbe will present selections from twenty years of interactive exhibits, interactive art, and interactive music. He will show many examples of interactive media with technologies including computer vision, haptics, multitouch, and iPads, including recent work creating the first app album with Björk: Biophilia; and the recent interactive exhibits for James Cameron's movie Avatar. He will discuss the educational and societal benefits of interactivity; and the joys, challenges, and research involved in the creation and distribution of interactive media on the cutting edge of interactive technology.

**Biography**
Scott Snibbe is a media artist, filmmaker, and researcher in interactivity. Whether on mobile devices or in large public spaces, his interactive art spurs people to participate socially, emotionally, and physically. His works are strongly influenced by cinema: particularly animation, silent, and surrealist film; and often mix live and filmed performances with real-time interaction. Snibbe's artwork is in the permanent collections of the Whitney Museum of American Art (New York) and The Museum of Modern Art (New York); and has been shown in several hundred solo and group exhibitions worldwide, including a solo retrospective at the Institute of Contemporary Arts in London. His large-scale interactive projects have been incorporated into concert tours, Olympics, science museums, airports, and other major public spaces and events, and he has collaborated on interactive projects with musicians and filmmakers including Björk and James Cameron.

For more information please see:  http://www.eecs.berkeley.edu/Colloquium/