

# CURRICULUM VITAE

University of Idaho

**NAME:** Gregory Turner-Rahman

**DATE:** 30 March 2022

**RANK OR TITLE:** Associate Professor

**DEPARTMENT:** Art + Design

**OFFICE LOCATION AND CAMPUS ZIP:** AAS 122c, 83844-2471

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**WEB:** metasurface.net

turner-rahman.com

virtualinteriorities.org

endofarchitecture.com

**DATE OF FIRST EMPLOYMENT AT UI:** August 2004

**DATE OF TENURE:** March 2010

**DATE OF PRESENT RANK OR TITLE:** March 2010

## EDUCATION BEYOND HIGH SCHOOL:

**Degrees: Ph.D. Interdisciplinary (Visual Culture/New Media)**

Washington State University (2004)

Dissertation: *Eye Candy: A Study of Experimental Design Communities and the Dialectical Surface of the Baroque Website.*

**M.S. Architecture**

Washington State University (1996)

Thesis: *Engaging Spaces: Cinematic codes and the architecture of information*

**B.F.A. Industrial Design**

University of Washington (1994)

## EXPERIENCE:

### Teaching, Extension and Research Appointments:

**Instructor/Co-Instructor**

Washington State University (2000–2003)

**Research Assistant**

Washington State University (1995–1999)

### Academic Administrative Appointments:

**Program Head, Art + Design (2018–2021)**

**Program Head, Virtual Technology and Design (2013–2017)**

### Non-Academic Employment including Armed Forces:

**Graphic/Interface Designer**

Washington State University (1999–2004)

**Freelance Graphic Design and Illustration**

Seattle and Pullman, Washington (1994–Present)

Illustration and design work for a number of clients including: Metro Seattle, the Pacific Science Center, Sudiksha School of Classical Indian Arts and Washington State University Libraries.

**Consulting:**

**Idaho State Department of Education**

Media Arts Humanities (K–12) Consultation. (2014–2015)

**Principal Designer**

Turner + Luke Design Consultants

Seattle, Washington (1993–1995)

Co-owned and managed a small design firm with two part-time employees. Projects included retail interior, interface and graphic design. Clients included: Jansport and Precor.

**TEACHING ACCOMPLISHMENTS:** (Academic and Extension teaching)

**Areas of Specialization:**

Design History, New Media Theory, Visual Storytelling, Visual Reasoning, Illustration for children's literature, Experience Design, Illustration, Virtual Worldbuilding, Themed Environments, Experience Design for Virtual Environments

**Courses Taught:**

**University of Idaho**

ARCH 504 *Seminar: Visual Storytelling*

ART 110 *Visual Communication*

ART 112 *Drawing for Design Thinking*

ART 213 *History of Modern Design I*

ART 221 *Introduction to Graphic Design*

ART 313 *History of Modern Design II*

ART 323 *History of Typography*

ART 380 *Digital Imaging*

ART 407 *New Media Theory*

ART 409 *Visual Studies*

ART 490 *Senior Design Studio*

ART 495 *Senior Thesis*

ART 499 *Directed Studies*

ART 500 *MFA Thesis and Research*

ART 507 *Graduate Seminar*

ART 508 *Critical Theory/Continental Aesthetics*

ART 515 *Art and Design Faculty Studio*

ART 516 *MFA Art and Design Studio*

ART 520 *Studio Workshops*

ART 521 *MFA Individual Critique*

ART 590 *MFA Thesis Exhibition*

ART 597 *Practicum*

ART 599 *MFA Directed Studies*

INTR 500 *Interdisciplinary Master's Research and Thesis*

INTR 502 *Interdisciplinary Master's Directed Studies*

INTR 599 *Interdisciplinary Master's Research*

ISEM 301 *Innovations in Contemporary Art and Design*

**Washington State University**

English 335 *Multimedia Rhetorics*

Fine Art 331 *Art and New Technologies*

**Students Advised:**

## Undergraduate Students:

2018–2021: 15 major/program advisees, 4 minor advisees.  
2017–2018: 25 major/program advisees, 2 minor advisees.  
2015–2016: 30 major/program advisees, 4 minor advisees.  
2014–2015: 85 major/program advisees, 6 minor advisees.  
2009–2014: 45 major/program advisees, 5 minor advisees  
2007–2009: 35 major/program advisees, 5 minor advisees.  
2005–2007: 25 major/program advisees, 2 minor advisees.

## Graduate Students:

## Advised to completion of degree-major professor:

Robbie Mann (MFA, 2020)  
Patience Mensu-Bonsah (MFA, 2016)  
Colin Manikoth (MFA, 2016)  
Sean Robertson (MFA, 2015)  
Lina Zhao (MFA, 2014)  
Natiya Nuznetsova (MFA, 2013)  
Charles Dodoo (MFA, 2013)  
Jill Peterson (MFA, 2013)  
Youdhi Maharjan (MFA, 2012)  
Elizabeth Lind (MA – Interdisciplinary Studies, 2011)  
Rachel Smith (MFA, 2011)  
Rachael Eastman (MFA, 2010)  
Jana Brubaker (MFA, 2008)  
Olga Ceballos (MFA, 2008)  
James (Blake) Johnson (MFA, 2007)  
Mare Blocker (MFA, 2006)

## Served on graduate committee:

Jonathan Matteson (2019)  
Ashley Vaughn (2019)  
James Mammone (2017)  
Connor Hoover (MS – Psychology, 2015)  
Andria Wallace (MA – Industrial Design, 2015)  
Jacob Commodore (MFA, 2014)  
Boris Pelcer (MFA, 2013)  
Nathan Myatt (MFA, 2011)  
Patty Cady (MFA – English, 2011)  
J.K. Choi (M Arch (WSU), 2010)  
Kylie Pfeiffer (MS – Psychology, 2010)  
Sarah Gilbert (MFA, 2010)  
Danielle Fiege (MFA, 2010)  
James Hirst (MFA – English, 2009)  
Goran Fazil (MFA, 2009)  
Heather Anderson (MFA, 2007)  
Jayme Jacobson (MS – Psychology, 2006)  
Todd Volz (MFA, 2006)  
Todd Gochner (MFA, 2005)  
Elaine Green (MFA, 2005)  
Masako Hojo (MFA – Theater, 2006)

MAT Advising (2007–2008)  
MFA Advising for incoming students (2009–2015)

**Student Groups and Clubs**

Concept Design Society (2018–2020)  
Society of Experiential Graphic Designers (2015–2017)  
Artists and Designers (2006–2013)  
Snowboarding Club (2008–2009)

**Materials Developed:**

**Idaho State Department of Education**

Media Arts Humanities Core Requirements (K–12) Consultation. (2014–2015)

**University of Idaho**

Summer Design Days Workshops (2018–2021)

External Program Review Report. (2014)

New Program NOI/Name change proposal for MS Integrated Design. (2012)

Facilities charrette and faculty studio implementation. (2011)

Co-developed proposed Visual Studies curriculum. (2006–Present)

“Institute for Design Thinking,” Strategic Reinvestment pre-proposal, Co-author. (2005)

Co-authored proposal for a BA degree in Visual Design at the U of I Coeur D’Alene Campus. (2005)

**Washington State University**

“CTLT Survey Tool,” Use-case analysis, usability testing, and interface design. Center for Teaching, Learning, & Technology and the Office of Undergraduate Education. (2002–2004)

“CTLT Connect,” Visual design analysis and interface design. Center for Teaching, Learning, & Technology. (2002)

“Mineral Deposits Web,” Ideation, prototype design, template production, and training. Department of Geology. (2002)

“The Bridge — Online Learning Environment,” Use-case analysis, usability testing, and interface design. (2001)

“Technoscape — Early University Portal Prototype,” Ideation, mock-up production, and interface design. (1999)

“Flashlight Online,” Identity design and web-application design. American Association for Higher Education. (1999)

“Spanish for Veterinarians,” Art director and supervisor. Department of Foreign Languages. (1998)

CTL Silhouette — Online Educational Assessment Application,” Interface design and art direction. The Technology Group of the American Association for Higher Education and Washington State University. (1998)

“Speakeasy Studio and Café — Online Learning Environment,” Interface design. Center for Teaching, Learning, & Technology. (1998)

**Courses Developed:**

**University of Idaho**

ART 204, Special Topics: Visual Storytelling (2021)  
ISEM 301, Innovations in Contemporary Art and Design (2017)  
ARCH 504, Seminar: Visual Storytelling (2016)  
ART 112, Drawing for Design. (2012)  
ART 409, Visual Studies. (2011)  
ART 323, History of Typography. (2009)  
ART 313, History and Theory of Modern Design Part II. (2008)  
ART 407, New Media. (2007)  
ART 213, History and Theory of Modern Design Part I. (2007)  
ART 204, Aesthetics of New Media. (2006)

**Washington State University**

English 335, Multimedia Rhetoric(s). (2003)  
Communications 420, New Communications Technologies. (2002–2003)  
Broadcast 475, Design for New Media. (2000)

**Non-credit Classes, Workshops, Seminars, Invited Lectures, etc.:**

Making History: Using Image-making to Teach History, Idaho Art Educators Association Conference, Coeur d'Alene, Idaho (2019)

National Academy of the Sciences: Branches of the Same Tree: Integrating Arts, Humanities and Sciences in Higher Education, discussion facilitator (2019)

Poster Design, Design Day, University of Idaho (2019)

Characters Design and Animation, Summer Design Days, University of Idaho (2019)

Picture Book Characters Workshop, Idaho Writers League Annual Conference, Moscow, Idaho (2018)

Competition Judge, Adobe XD Event, Washington State University, Pullman, Washington (2018).

Characters Design and Animation, Summer Design Days, University of Idaho (2017)

Character Design, Advanced Animation, University of Idaho (2011)

Storyboarding, Advanced Animation, University of Idaho (2011)

Visual Storytelling, Sunnyside Elementary School, Pullman, Washington (2010)

Architecture Critique, Washington State University, Pullman, Washington (2007)

Co-organized and presented workshops for staff and faculty on a number of technologies (Content management systems, web design) and course/program development, Washington State University (1998–2003).

**Honors and Awards:**

International Award for Excellence for The International Journal of Architectonic, Spatial and Environmental Design (2022)

College of Art and Architecture Excellence of Service Award (2021)

International Award for Excellence for the International Journal of the Constructed Environment (2020)

Design Incubation Design Writing Fellowship — New York (2019)

Presidents Mid-Career Award — University of Idaho (2012)

Award of Excellence — Faculty Mentor, University of Idaho. (2007)

Apex Award, Editors of Writing that Works. (2004)

Clarion Award, The Association for Women in Communications. (2004)

## SCHOLARSHIP ACCOMPLISHMENTS:

### Publications, Exhibitions, Performances, Recitals:

#### Peer Reviewed/Evaluated:

##### ABSTRACTS AND PROCEEDINGS

Gottwald, Dave and Turner-Rahman, G.S. (2022). “Omnul Space,” Twelfth International Conference on The Constructed Environment, University of Monterrey, Mexico.

Gottwald, Dave and Turner-Rahman, G.S. (2021). “*Contemporary Spatial Regimes and the Evolution of Cinematic Subsumption*,” Eleventh International Conference on The Constructed Environment, University of Calgary, Calgary, Canada - 5/12–14/2021. *Invited featured speakers as winner (with Dave Gottwald) of the journal’s 2019 International Award for Excellence.*

Gottwald, Dave and Turner-Rahman, G.S. (2021). “*Toward a Taxonomy of Contemporary Spatial Regimes: From the Architectonic to the Holistic*,” Fifteenth International Conference on Design Principles & Practices (Online Only), University of Monterrey, Mexico.

Turner-Rahman, G.S. (2020). “*Empathy, History and Design Fiction-making*,” University and College Design Association, 15<sup>th</sup> Annual Design Education Summit: Human Centered (Online).

Turner-Rahman, G.S. & Gottwald, D. (2018). “*Thematic Design and the End of Architecture*,” Wayne State University, Detroit, MI: Eighth International Conference on the Constructed Environment.

Turner-Rahman, G. S. & Keim, D. (2016). “*Hidden Gems: Connecting Students to New Opportunities and Cultivating Design in a Rural Context*,” Bowling Green, Ohio: AIGA (American Institute of Graphic Artists) Design Educators Conference.

Turner-Rahman, G.S. (2010). “*The Auto-theoretical Image in the Age of Quantification*,” International Conference on the Image, Los Angeles. (did not attend).

Turner-Rahman, G. S. (2008). “*No Splash*,” Networks of Design, Design History Society, Falmouth, UK. (did not attend).

Turner-Rahman, G. S. (2008). “*Doing – Making – Meaning*,” International Conference on Critical Literacy in Visual Culture, Dallas, Texas.

Turner-Rahman, G. S. (2008). “*The Machinimatic Moment*,” Electronic Literature Organization Conference, Vancouver, Washington: Electronic Literature Organization.

Turner-Rahman, G. S. & Jacobson, J. (2007). “*Visual Intelligence: Bridging the Gap from Visual Literacy to Visual Reasoning*,” Oxford, Oxfordshire: Inter-Disciplinary.Net.

Turner-Rahman, G. S. & Keim-Campbell, D. (2007). *“Farm Fresh: Wholesome Design Education in a Rural Context,”*. Denver, CO: American Institute of Graphic Artists.

Turner-Rahman, G. S. (2006). *“The Parallel Practice: Open Source Flexibility and the Lure of the Virtual.”* Oxford, OH: International Digital Media Artists Association.

Turner-Rahman, G. S. (2006). *“Supporting the Parallel Practice,”* University of Illinois at Chicago: First Monday.

#### BOOKS

Gottwald, D. and Turner-Rahman, G.S. (2023). *Theme Parks, Video Games, and Evolving Notions of Space: The End of Architecture*. Intellect Books. (forthcoming)

Gottwald, D., Vahid Vahdat and Turner-Rahman, G.S. (eds) (2022). *Virtual Interiorities: New Approaches to Virtuality in Gamespaces and the Built Environment*. ETC press. (forthcoming)

Poston, T. and Turner-Rahman, G.S. (2021). *Butch’s Game Day*. College Hill and WSU Press.

Turner-Rahman, G.S. (2017), “Medical Imaging, Modern Clinical Practice, and the Art of Exploration” in *Beyond community engagement: Transforming Dialogues in Art, Education and the Cultural Sphere*, Common Ground Publishing.

Turner-Rahman, G.S. (2016). *The First Robot President*. Metasurface.

Turner-Rahman, G.S. (2012), “Abductive Authorship of the New Media Artifact” in *Media Authorship*, Routledge.

Turner-Rahman, G. S. (2009). *Ellabug*. Diversion Press.

#### JOURNAL ARTICLES

Gottwald, Dave and Turner-Rahman, G.S. (2020) *Toward a Taxonomy of Contemporary Spatial Regimes: From the Architectonic to the Holistic*. The International Journal of Architectonic, Spatial, and Environmental Design.

Gottwald, D. and Turner-Rahman, G.S. (2019) *The End of Architecture: Theme Parks, Video Games, and the Built Environment in Cinematic Mode*. The International Journal of the Constructed Environment (10:2).

Turner-Rahman, G. S. (2008) *Parallel Practices and the Dialectics of Open Creative Production*. Journal of Design History (21:371-386).

Turner-Rahman, G. S. (2005). *Sharing Styles: New Media, Creative Communities, and the Evidence of an Open Source Design Movement*. Fibreculture (7: 2005).

Turner-Rahman, G. S. (2004). *The Contested Surface of the Baroque. Website*. Post Identity (4.1).

#### **Presentations and Other Creative Activities:**

##### **Illustrations**

*Bollywood on the Palouse* film festival poster (Washington State University and the Kenworthy Theater) (2019)

*National Lentil Festival*, children's t-shirt design (2018)

*Bollywood on the Palouse* film festival poster (Washington State University and the Kenworthy Theater) (2017)

*The New Yorker* magazine online (2008) "Eustace's Three Ounce Quandary",  
[http://www.newyorker.com/online/2008/02/11/slide-show\\_080211\\_tilleycontest?slide=2](http://www.newyorker.com/online/2008/02/11/slide-show_080211_tilleycontest?slide=2)

#### **Internal Publications**

*Skew Magazine*. Graphic design, illustration, writing, and editing. Washington State University. (2002-2004)

#### **Screenplays**

Turner-Rahman, G.S., *9 Unknown*. (2018)

Turner-Rahman, G.S., *Olive and Oliver*. WGA Registration #: 1226544. (2008)

### **SERVICE:**

#### **Major Committee Assignments:**

##### **University of Idaho**

University Committee on General Education (2020–Present)  
 General Education Assessment Committee (2019)  
 University Accreditation Committee (2019)  
 Strategic Enrollment Management Workgroup, member (2018)  
 College Curriculum Committee (2016–Present)  
 ACT (Academic Core Team) (2013–2021)  
 College Promotion and Tenure Committee, member. (2013–2019)  
 Graduate Council. (2011–2017)  
 University Information Technology Committee, member (2011–2017, Chair 2016)  
 College Probation and Appeals Committee, member (2015)  
 Faculty Appeals Hearing Board, member (August 2008–2010)  
 College SpeakerSeries, chair (2007–2010)  
 Borah Foundation Committee, member (2005–2008)  
 University Fine Arts Committee, member (2006–2007)  
 Art and Design Speakers Program, chair (2005–2007)  
 College Curriculum Committee, chair (2006–2007)  
 College Facilities Committee, member (2006)

##### **Washington State University**

University Portal Development Team. (2002–2004)  
 American Studies Digital Diversity Program Development. (2001–2004)  
 Washington Information Literacy, Statewide Development. (2001–2004)  
 Freshman Seminar Evaluation Committee. (2000–2004)  
 University-wide Web Resource Group. (2000)  
 Architecture Curriculum Development Committee. (1996)

##### **Professional and Scholarly Organizations:**

Society of Children's Book Writers and Illustrators. (2010–Present)  
 International Institute of Information Design. (2005–Present)  
 American Institute of Graphic Artists. (2005–2015)  
 Electronic Literature Organization. (2008–2009)  
 Phi Eta Sigma Honors Society.  
 Phi Kappa Phi Honors Society.

##### **Outreach Service:**



## KEYNOTE ADDRESS

**Invited Keynote Speaker**, International Mother Language Day Event, Washington State University, Pullman, Washington. (2019)

## PRO BONO DESIGN

Sudiksha — Center for Indian Cultural Arts. Consulted with and designed word mark and posters to support community fundraising efforts. Pullman, Washington. (2008–2019)

Society of Children’s Book Writers and Illustrators. Designed and illustrated adverts for workshops and events (2016)

## INVITED PRESENTATIONS

**Invited Panelist**, PBS series ART:21 review. Pritchard Art Gallery and Idaho Public Television. Moscow, Idaho. (2007)

## REVIEW ACTIVITIES

**Invited Manuscript Reviewer**, Intellect Books. (2020)

**Ad Hoc Reviewer, Article**, Common Grounds Publishing, The Design Collection Journal. (2019)

**Invited Manuscript Reviewer**, Intellect Books. (2019)

**Ad Hoc Reviewer, Abstracts**, “*Media/Culture Journal*,” M/C Journal. (2004)

**Invited Manuscript Reviewer**, “*Visual Communication* by Bo Bergström,” Laurence King Publishing. (2006)

**Invited Manuscript Reviewer**, “*Practices of Looking: An Introduction to Visual Culture* 2nd Ed.,” Oxford University Press. (2005)

## OTHER

**Invited Guest Instructor**, Family Workshops, Society of Children’s Book Writers and Illustrators. Seattle, Washington. (2017)

**Producer**, *A Dialogue with Jac Venza*, University of Idaho, Sponsored by the College of Art and Architecture. (2012)

The event was recorded and aired on Idaho Public Television. I oversaw the production and worked closely with Jac Venza editing video interstitials.

**Community Service:**

## MENTORING

Moscow High School, Extended Learning Initiative (ELI). (2009–2020)  
Pullman High School, Senior Project. (2014–2015)

**PROFESSIONAL DEVELOPMENT:****Teaching:**

“Visual/Spatial Thinking,” seminar, Washington State University. (2009–2010) “Educating the Net Generation,” University of Idaho, Moscow, Idaho. (2005)

“National Teaching Teleconference: Critical Thinking,” Washington State University, Pullman, Washington. (2003)

**Scholarship:**

PLAYGROUNDS.nl Conference. Creative Digital Design. (Netherlands/Online) (2020)

ADOBE MAX. Adobe Tools Workshops. (Online) (2020)

SIGGRAPH. New Technologies and digital design research. (Online) (2020)

LIGHTBOX EXPO. Character and Concept Art. (Online) (2020)

Bright Star grant writing workshop. Grant writing. University of Idaho. (2009)

**Outreach:**

Children’s Publishing, “SCBWI Regional Conference,” Spokane, Washington. (2010)

**Administration/Management:**

Advising, “Advising Symposium,” University of Idaho, Moscow, Idaho. (2008)

Advising, “Advising Workshops,” Advising/University of Idaho, Moscow, Idaho. (2005)